100% OFFICIAL CONTENT

EXPLORE THE FRONTIERS OF D&D®

IN OUR EXPLOSIVE OUTER PLANES EXTRAVAGANZA

Dragon®

ISSUE 353 · MARCH 2007

SECRETS OF THE DEMIPLANES

MALCANTHET QUEEN OF SUCCUBI

PRINCES OF ELEMENTAL GOOD

6 FORGOTTEN REALMS OUTSIDERS

ECOLOGY OF THE KEEPER

paizo publishing™

DarcKnyght

ISSUE 353 MARCH 2007

Dragon

VOL. XXXI NUMBER 10

CONTENTS

Publisher: Erik Mona
Editor-in-Chief: Erik Mona
Senior Art Director: Sean Glenn
Art Director: Sarah Robinson
Managing Editor: Jason Bulmahn
Associate Editors: Mike McArtor and F. Wesley Schneider
Advertising & Marketing Director: Joshua J. Frost
Director of Operations: Jeff Alvarez
Prepress Manager: Kelly O'Brien
Circulation Director: Pierce Watters
For Wizards of the Coast: Rich Redman and Ed Stark

CONTRIBUTING ARTISTS
Peter Bergting, Rich Burlew, Julie Dillon, Jon Hodgson, Andrew Hou, John Kovalic, Tony Moseley, Ramon Perez, Marc Simonetti, Aaron Williams, Ashley Wood, Ben Wootten

CONTRIBUTING AUTHORS
Kevin Baase, Keith Baker, Shelly Baur, Jason Bulmahn, William L. Christensen, Andy Collins, Thomas M. Costa, Oliver Diaz, Jonathon Drain, Mike L. Fiegel, Ed Greenwood, James Jacobs, Eric Jansing, Amber E. Scott, Owen K.C. Stephens, Todd Stewart

PAIZO PUBLISHING, LLC
2700 Richards Road, Suite 201, Bellevue, WA 98005-4200

Chief Executive Officer: Lisa Stevens
Director of Operations: Jeff Alvarez
Technical Director: Vic Wertz
Corporate Accountant: Dave Erickson

Dragon® (USPS 318-790) is published monthly by Paizo Publishing, LLC, 2700 Richards Road, Suite 201 Bellevue, WA 98005-4200, United States of America. (ISSN# 1062-2101) Periodicals Postage Paid at Bellevue, WA, and at additional mailing offices.

No part of this magazine may be reproduced (except for review purposes) without the prior written consent of the publisher. Material published herein does not necessarily reflect the opinions of Paizo Publishing, LLC, its employees, or its editorial staff, who are not liable for opinions expressed herein. Most product names are trademarks owned by the companies that publish those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. Trademarks related to the Dungeons & Dragons brand, including *Dragon*, *Dungeon*, and D&D are trademarks of Wizards of the Coast, Inc. and are used under license from Wizards of the Coast, Inc., a division of Hasbro, Inc.

POSTMASTER: SEND ADDRESS CHANGES TO
Paizo Publishing, 2700 Richards Road, Suite 201, Bellevue, WA 98005-4200.

BACK ISSUES: **paizo.com/dragon** or call (425) 289-0060.

SUBSCRIPTIONS/CHANGE OF ADDRESS: Contact Paizo Publishing at **subscriptions@paizo.com** or call (425) 289-0060. Although we accept subscriptions to prison addresses, delivery is subject to the discretion and/or whim of prison personnel. If you have not received a magazine or premium, please consult with your mail room authorities. This publisher is not responsible for non-delivery.

ADVERTISING: Contact *Dragon*'s Advertising Director, Josh Frost, at (425) 289-1345. All ads are subject to approval by Paizo Publishing, LLC, which reserves the right to reject any ad for any reason. Advertisers and/or agencies of advertisers agree not to hold Paizo Publishing, LLC liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

DISTRIBUTION: National and international distribution is provided by Curtis Circulation Company, 730 River Road, New Milford, NJ 07646. Tel: (201) 634-7400. Fax: (201) 634-7499.

OPEN GAME CONTENT: Unless otherwise noted, this Paizo Publishing, LLC product contains no Open Game Content. No portion of this work may be reproduced in any form without permission. To learn more about the Open Gaming License and the d20 System License, please visit **wizards.com/d20**.
©2007 Wizards of the Coast, Inc.

Printed in the U.S.A.

FEATURES

22 **DEMONOMICON OF IGGWILV: MALCANTHET**
by James Jacobs
Embrace the fiendish pleasures of the Demon Queen of Succubi. Just don't expect a second date.

36 **MULTIPLE DEMENTIA**
by Todd Stewart, with Oliver Diaz
Any one of these thirty demi-planes might be just beyond the next portal.

42 **ARCHOMENTALS**
by Kevin Baase
Hold court with the Princes of Elemental Good and join the war against their evil counterparts.

52 **ECOLOGY OF THE KEEPERS**
by Todd Stewart
The less you know about these mysterious men in black the safer you are.

CONTACT US!

Letters to the Editor: scalemail@paizo.com
Submissions: dragon@paizo.com
Subscriptions: paizo.com/dragon
Back Issues: paizo.com/dragon
Customer Service: customer.service@paizo.com
Sage Advice: sageadvice@paizo.com
Advertising: josh.frost@paizo.com

TABLE TALK

8 FROM THE EDITOR
Erik travels to a distant plane: the American South.

10 SCALE MAIL
A mound of praise for #351.

12 FIRST WATCH
Previews, news, and gear for gamers.

64

ON THE COVER

Wayne Reynolds reveals Malcanthet! Clearly, beauty is in the hand of the eye holder.

FAMILIARS

58 SAVAGE TIDINGS
Soup up your *Sea Wyvern*. Ship modifications both magical and mundane.

64 VOLO'S GUIDE
A quartet of outsiders fair and foul.

74 DRAGONMARKS
Four new manifest zones across Khorvaire

80 SAGE ADVICE
The Sage answers your rules questions.

83 GAMER GUIDE

84 CLASS ACTS
Options and insights for your favorite classes.

94 COMICS

PLANE SHIFT

After college I returned to Minneapolis to find my regular high school gaming group scattered to all corners of the country. I kept up with *Dragon* and the new supplements from TSR, of course, but without actually playing D&D I felt like I was merely going through the motions. I had to do something radical if I wanted to toss dice again.

A local convention set me on the path of the RPGA Network, the official "organized play" arm of the Dungeons & Dragons hobby. In particular, I became enamored with the network's Living City, a convention-based Forgotten Realms urban campaign with hundreds of adventure scenarios and thousands of active players throughout the world. A primitive no-computer version of *World of Warcraft*, Living City allowed you to interact with a functionally infinite number of gamers, with key plot points in the campaign being decided by a handful of highly dedicated players who traveled across the country, hitting all the big shows and skyrocketing in level over the folks who preferred to stay and play at home.

Thanks to some great friends made at Minneapolis game days and the huge "must attend" national shows like Gen Con and Origins, I decided to join the ranks of these highly dedicated fans in part because the adventures were so challenging and fun, but mostly because it was a blast to go on road trips with like-minded gamers. I'm so glad I did, because looking back from my seat as editor-in-chief of *Dragon* magazine and publisher of Paizo as a whole, nothing prepared me better for my career in gaming than the four years I spent traveling the country exploring the Living City of Raven's Bluff.

Since moving out to Seattle to join the game industry as a professional in 1999, I've been amazed by how many times I've seen game designers make decisions based on a tiny sample size. "This is how it has always worked in my campaigns," they might say, not telling you that they have only ever played D&D with fewer than 10 people and never outside the state of their birth. Sweeping generalizations about how people play D&D ring completely false to me, for I have traveled this great country from Seattle to Orlando and I am here to tell you, different people play D&D differently. At one convention I played one game with the rules savvy, task-oriented "power gamers" of my home state, and another with a group from southern California who considered anything but in-character cross-talking a failure and a waste of time. While signs of battle had one group whooping it up and slapping high fives, eager to try out a new strategy, the same signs had the other group sighing and feeling as if it had made some kind of mistake. Both groups were tremendous fun, and both were unmistakably playing D&D.

In all my travels, though, I'd never visited the Carolinas, so when the invitation came to attend the Mid-Atlantic Convention Expo (MACE) as its guest of honor, I jumped at the chance. For me, it was an opportunity to explore how the game is played in a region I knew next to nothing about. My visit came as part of the convention's 10th anniversary, for which I designed a commemorative creature (the probably-too-deadly "Cydonian Witchwyrd" seen on the convention book cover, above) and ran two marathon sessions of "The Whispering Cairn" Age of Worms kickoff adventure and "The Refuge of Nex," a cunning dungeon you might be seeing more of soon. The local North Carolina gamers took to these challenges with aplomb and really made me feel welcome. That old cliché about Southern hospitality exists for a reason.

I went to MACE looking for a regional style of D&D, but instead I found something far better. The two groups I hosted paid attention to the details, roleplayed furiously, and knew how to work together tactically to win the day. Rather than a different style I'd never seen, the folks in North Carolina play D&D exactly the way I do. 3,000 miles from my apartment, at a hotel table in High Point, I truly felt at home.

ERIK

Erik Mona
Editor-in-Chief
erikm@paizo.com

SCALE MAIL

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

THE CULT OF 351, PART 1

Wow! Issue #351 is now one of my all-time favorites. Well done, *Dragon!* I loved all the articles on the different worlds and especially the Isle of Dread content—although it came a year too late, since our gaming group started that module a year ago this month! It was great to see, though. I love the concept of the World Serpent Inn too—I just loved everything that was in the mag this month. Keep it up!

Amy
Wales, UK

THE CULT OF 351, PART 2

I just received issue #351 in the mail and all I can say is WOW! This is the reason I started reading *Dragon* in the first place. Seven campaign settings (although no Maztica), not to mention the other great articles. You guys really outdid yourselves this time. Just wanted to send a thanks out to you guys for continuing to strive to make the magazine great after all these years.

Michael Dockery
Salem, IN

THE CULT OF 351, PART 3

First off: awesome issue! I, like so many others, love the annual classics issue.

Now, for my query: What are the scales on a few of the maps printed in the issue? Specifically: Istar (I know it's not the whole city but what's the scale of what we are shown?), The Town of Ecstasy, and Sithicus.

Thanks for any info you can impart. The other 11 issues aside, which I also enjoy, I anxiously await next year's classics installment.

Chris Shadowens
Seattle, WA

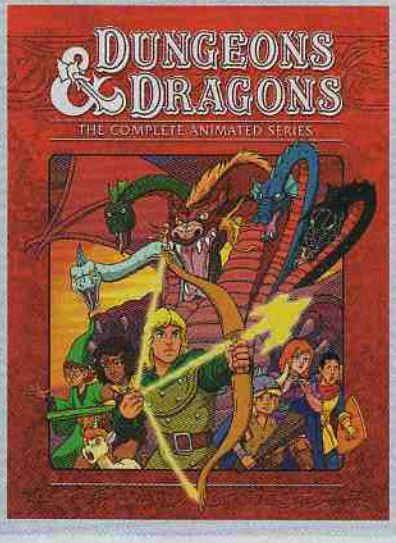
With a response like this, it's clear to see that making Campaign Classics an annual theme is a decision most of the readers appreciate. It's always fun to take a look back at the zany, inspiring, and occasionally imperfect worlds of the game's past, even if only to help with the creation of a new world. Our assumption, as always, is that we can't assume our readers are using any particular campaign setting, so this year we decided to create a framing device that would take the worlds of Dungeons & Dragons directly to the players, no matter which world they call their own.

As for the missing scales, there are three very different answers.

Sithicus has the easy answer, and it's largely "Oops, we should have put a scale on there." But more than that, befitting its mysterious nature, the Demiplane of Dread has never been definitively charted, with cartographers taking wildly different measurements in their mapping. Between the poster map in Ravenloft's 1994's red boxed set and 1997's Domains of Dread, *the space between Mal-Erek and Horoth, for example, varies from approximately 150 miles to 10 miles. A bit of a discrepancy. I suggest choosing whichever scale best suits you. In my game, though, I would say that*

D&D CARTOON CONTEST WRAP-UP

All of us here at *Dragon* would like to congratulate James Derry of Ontario, Canada on being the winner of last November's D&D Cartoon Contest! James snagged a copy of the newly released *Dungeons & Dragons: The Complete Animated Series* DVD boxed set. Thanks to everyone who entered, and check the pages of *Dungeon* magazine and **paizo.com** for this three-pronged contest's other winners. You can check out more about the new *Dungeons & Dragons: The Complete Animated Series* DVD boxed set at **bcieclipse.com,** or take your chances in our newest contest right on the next page.



CAVE TROLL CONTEST

What's bigger than a cave troll? Five cave trolls!

To celebrate the release of their new *Cave Troll* dungeon-looting, strategy board game, the folks from Fantasy Flight Games (**fantasyflightgames.com**) are giving away copies to five lucky DRAGON readers.

All you have to do to get one is send an e-mail to **contest@paizo.com** with your name and address and the subject line "Cave Troll Contest" by April 30th. We'll announce the winners in July's issue, #357, and loose five trolls onto the trails of the respective participants soon after. Just shoot us an e-mail and take your chance to get a cave troll before one gets you!

1 inch on our map of Sithicus equates to approximately 5 miles.

For Ecstasy, like its predecessor in A Player's Primer to the Outlands, *this is more of an art piece than a map of every building and shop in town. Although, if you wanted to put a scale to it, 1 inch equaling about 100 feet seems reasonable.*

Lastly, for the Lord City of Istar, is it too simple to merely say the blasted kender forgot to say? Comparing Istar—the capital of a sprawling empire and likely, at its height, the largest city in Krynn—to similar real-world ancient cities, I would guess that it's approximately 2 to 5 square miles in area. Although, our short-statured cartographer might disagree, preferring the measurement "Really, really big—even for a human town."

WE HAVE EERIE POWERS

I just received issue #351 and of course zoomed through it, and when I got to page 86 I stopped. Now I have to ask, does Paizo read the minds of its subscribers? The reason I'm asking is in the past three issues I have found something for my 17th-level ninja/shadow dancer I'm playing in each issue. First was poison making (#349) then archer feats (#350), which allowed me to do two called shots on the black dragon we were fighting and take out both of his eyes, blinding him. Now in this issue I find the historical ninjas in Class Acts and I have to say the ninja feats are awesome. I'm taking Ki Smite at next level. What would a historical ninja outfit be armor wise? Would it be considered padded, and if so would that count against the ninja's armor bonus for Wisdom? But anyway, thanks for all the hard work you put into each issue and keep up the good work.

John Pierce
Via Email

Thanks for the kind words, John! We do indeed employ a cadre of psychics and remote viewers to peek in on the campaigns of our readers in an effort to fill the magazine with maximally useful material. The cost in psi-crystals is enormous, but we feel it's worth it. Oh, and special note to Dungeon Master Rick Brill of Superior, Wisconsin. What you are planning against your players is vindictive and mean, and it will never work. You might want to change things so that the demons teleport in when the injured character is on watch.

As for ninja armor, I guess I'm of the opinion that ninjas don't really wear armor, or at least nothing approaching the marshmallow man look of true padded armor. To benefit from high Wisdom, the ninja must wear no armor at all, padded or otherwise. And outside the context of D&D it is worthwhile to remember that only a ninja can destroy a ninja. —Erik Mona

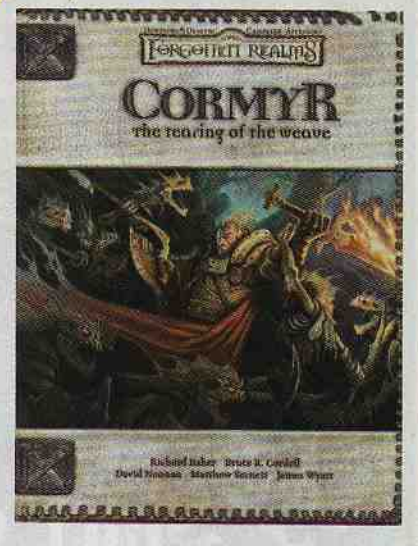
OFFWORLD Designs Inc.
T-SHIRTS
Get the best t-shirts in gaming at....
www.offworlddesigns.com

I'M NOT ANTI-RELIGION,
I'M JUST ANTI-HYPOCRISY.

+5 Shirt of Protection
-3 vs. Cold
Masterwork

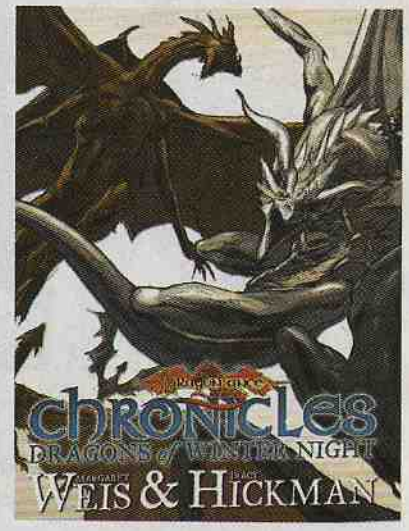
Contact us for a quote on Quality T-shirt Printing!
1-800-900-9056
For one stop shopping visit us at...
www.offworlddesigns.com

NEW RELEASES



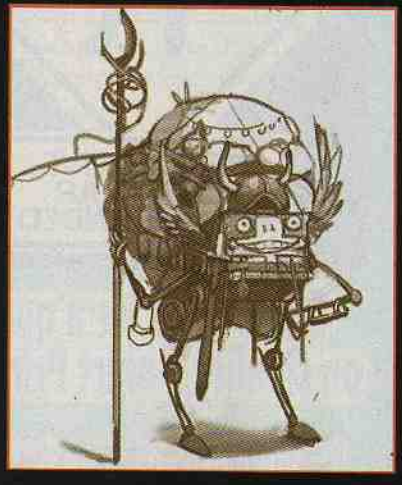
"Follow a trail of wrongdoing to its ultimate end on the Plane of Shadow," dares Matthew Sernett, lead designer of *Cormyr: The Tearing of the Weave*. The first adventure in a three-part FORGOTTEN REALMS epic, *Cormyr* sets PCs against the foul machinations of the deities Shar and Cyric, advancing characters from 4th to 8th level in the process. Featuring a who's who of designer contributions—including the work of Richard Baker, Bruce R. Cordell, David Noonan, and James Wyatt—*Cormyr* launches a quest that designers hint will change the face of the FORGOTTEN REALMS forever.

Collecting the best relics, artifacts, and magical treasures from a range of third-edition D&D titles, *Magic Item Compendium* expands and updates thousands of magic items into one massive encyclopedia. While the tome features new and refined descriptions, rules, tables, and dozens of new items, the biggest addition is levels for individual items, in much the same way monsters have CR levels. The *Magic Item Compendium* is made "for players who will treat this book as a catalog to shop from" and "for the DM who wants to build treasure hoards," touts designer Andy Collins.



This March sees the release of more fantasy graphic novel adaptations from Devil's Due Publishing. Of particular note is the *Dragons of Winter Night* hardcover, a full-color, 192-page compilation of the graphic novels comprising the second book in Margaret Weis and Tracy Hickman's popular *Dragonlance Chronicles*. Also releasing comes the first installment (of twelve) of *Dragons of Spring Dawning*, the final book in the *Dragonlance Chronicles* saga, and the second installment of *The Demon Awakens*, the first book in R.A. Salvatore's *Demonwars*. You can read more about all of these artful adaptations at **devilsdue.net.**

NEXT MONTH IN DRAGON #354



CORE BELIEFS: HEIRONEOUS

by Sean K Reynolds

All hail the god of valor, the Archpaladin, the Valorous Knight, the Invincible! Join the chivalrous cavaliers who quest in his name, learn the tenants of his noble faith, and strike fear in the hearts of all foes of justice!

THE MODRONS RETURN

by Ken Marable

After a lengthy isolation, the modrons march again! Venture to Regulus, the home city of these whimsical beings of perfect law, encounter the six most numerous types of modron, and explore the planes as a rogue modron PC.

AGED ADVENTURERS

by Hal Maclean

Discover the benefits of adventuring through your twilight years.

PLUS!

The Ecology of the Kopru, Volo's Guide, Dragonmarks, Class Acts, Scale Mail, Sage Advice, Savage Tidings, and comics, including *The Order of the Stick* and more!

reported by Shelly Baur, William L. Christensen, and Mike L. Fiegel

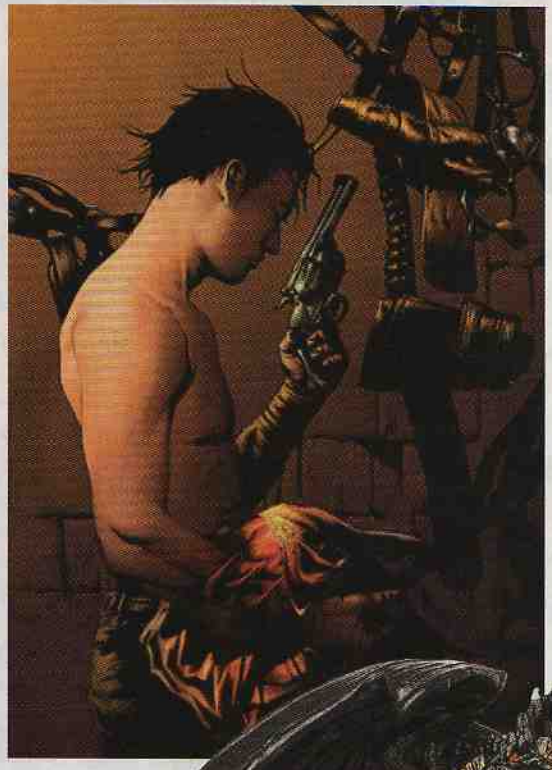
THE GUNSLINGER REBORN

Marvel Comics and Stephen King have joined forces on the dark fantasy epic The *Dark Tower: The Gunslinger Reborn*, marking the first time King has produced original content for an ongoing comic book project.

"As an adult reader who's seen comics 'come of age' and take their rightful place in the world of fantasy and science fiction," said Stephen King, "I'm excited to be a part of Roland's new incarnation."

The seven-book series will work in conjunction with the *Dark Tower* novels, revealing new details about Gunslinger Roland Deschain's life and the mythology of his fantasy Western world. Eisner-award winning Jae Lee will illustrate, with digital painting by Richard Isanove and writing by *Dark Tower Concordance* author Robin Furth and comic scribe Peter David.

For more information, visit **marvel.com/darktower.**



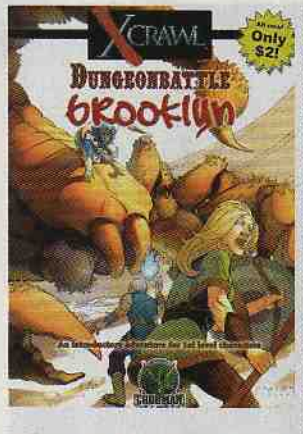
UNHALLOWED RELEASES

Unhallowed, the twelfth set of *Dungeons & Dragon Miniatures*, stalks from the darkness this month. While the set is definitely themed around undead and the dark side of D&D monsters, there's plenty for DMs to get excited about, regardless of what style game they run. While heavy hitters like the Large Black Dragon and the clear plastic Ice Elemental top out as some of the larger pieces in the set, some useful Tiny figures, like the Bat Familiar and Pseudodragon, lurk at the other end of the spectrum. You can check out more previews of *Unhallowed* at **wizards.com/mini**

Large Black Dragon

Blood Golem of Hextor

Dire Lion



THINGS THAT XCRAWL

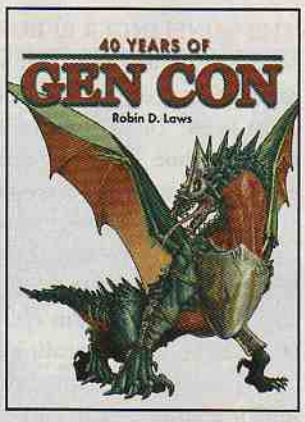
Goodman Games (**goodmangames.com**) continues the XCrawl line with *Dungeonbattle Brooklyn*, an introductory adventure releasing this month. The XCrawl setting is a modern-day fantasy world where the players either gain wealth and glory or meet grisly ends, all before millions of viewers, while competing in a staged but lethal dungeon. "The key thing to remember about XCrawl is that it *is* D&D. It's like if D&D had become the WWE, where the adventurers had paparazzi following them on their off days," said Joseph Goodman, President of Goodman Games.

ZOGONI-MANIA

Think you know the most dysfunctional—or homicidal—group of adventurers in gaming? *Zogonia: Slice of Death* might make you think again. Compiling 64 pages of Zogonia comics, along with a new cover and introduction by artist Tony Moseley, this collection follows the murderous misadventures of Kev, Domato, and Dindil as they tramp through both dungeons and taverns in search of fame and other people's treasure—all while doing the least amount of work possible. *Zogonia: Slice of Death* releases this month and is available at **paizo.com**. You can check out all things Tony Moseley at **zogonia.com.**

SEE THE ERFWORLD

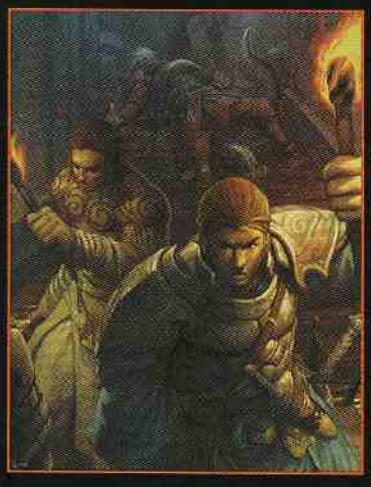
Speaking of comics, if you haven't checked it out yet, Giant in the Playground (**giantitp.com**), the site of Rich Burlew's popular web comic *Order of the Stick*, has begun hosting a second web comic. *Erfworld: The Battle for Gobwin Knob* is a zany new comedy/fantasy epic written by Rob Balder and illustrated by Jamie Noguchi. *Erfworld*, while having many elements common to D&D and other fantasy and tactical games and stories, manages to remain fresh and way off kilter from the fantasy norm. Comics are scheduled to appear twice a week, on Tuesdays and Thursdays.



40 YEARS OF GEN CON

Game designer turned historian Robin D. Laws and the crew of Atlas Games are currently hard at work compiling a collective retrospective of one of the longest-running events in gaming: *40 Years of Gen Con*. And you can help! By heading over to **gencon-history.com** you can submit your Gen Con pictures and memories for consideration and possible inclusion. Every week, the compilers will choose their favorite contributions. If yours is selected, you win a free four-day pass to this year's Gen Con Indy. It's that easy. Contributions are being accepted until March 19th, so break out those photo albums now!

THIS MONTH IN DUNGEON #144



THE MUSTER OF MORACH TOR

by Russel Brown

A plan to conquer the town of Nesmé is forming and the only person who can warn the town is about to be sacrificed to a slimy god. Can the PCs rescue the missing officer in time to save Nesmé? A FORGOTTEN REALMS adventure for 4th-level characters.

THE LIGHTLESS DEPTHS

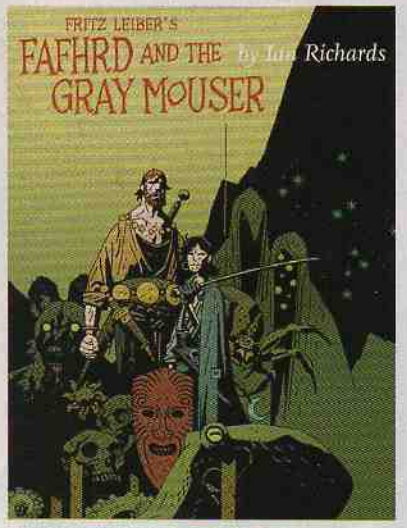
by F. Wesley Schneider and James Sutter

Ages ago the ancient Olmans waged war against the aboleth city of Golismorga. When the PCs journey deep under the Isle of Dread they discover horrors almost beyond imagining and a haunted underground city perched on sanity's razored edge. A Savage Tide Adventure Path scenario for 11th-level characters.

DIPLOMACY

by Christopher Wissel

Match wits against some of the most powerful, cunning, and ruthless races from across the planes to ensure that the wealth of ages does not fall into the wrong hands. But beware, for cunning wordplay is not the only way to win a debate. A D&D adventure for 18th-level characters.



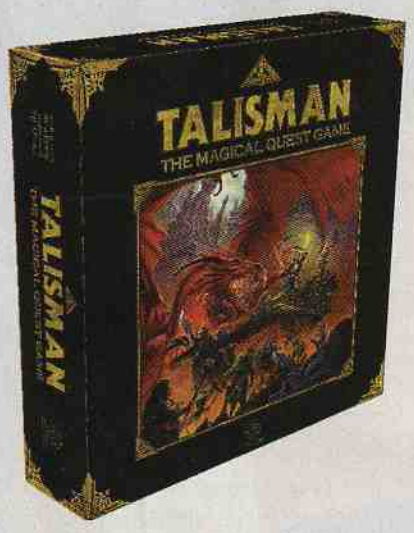
ANYONE FOR NEHWON?

In 1991, Epic Comics published a four-issue comic adaptation retelling Fritz Leiber's Fafhrd and the Grey Mouser stories through the eyes of artist Mike Mignola and writer Howard Chaykin. Now, those renowned comics have been collected and reprinted in graphic novel format by Dark Horse Publishing (**www.darkhorse.com**).

"I had a great time drawing these stories," said Mignola, who provided new cover art for the collection. "Of all my pre-Hellboy work this is the one I'm really happy to see back in print."

MONSTERNOMICON II

Coming soon from Privateer Press (**privateerpress.com**) is the *Monsternomicon II*, the long awaited sequel to its *Iron Kingdoms* setting monster compilation. The book details the creatures of Eastern Immoren for the first time, many of which Privateer Press plans to release for the *Hordes Monstrous Miniatures* game. "We're keeping the format much the same," said editor Nathan Letsinger, "including adventure hooks and alternate treasure suggestions in each entry—and of course every entry is narrated by Professor Pendrake with ample notes of his encounters with each creature."



TALISMAN RETURNS

After years of being out of print, the fantasy board game, *Talisman*, returns this October! Coming from Games Workshop's Black Industries studio (**blackindustries.com**), this fourth edition of the cult classic features new art and optional, quick play rules. Otherwise, the game is little different from the 1983 release, where two to six players face monsters of increasing power for magic, treasure, and the legendary Crown of Command. It's still too early to know if any of the previous edition's numerous expansions are headed down the line too, though.

MAKING MONSTERS AND MEMORIES

The folks at Four Horsemen Toy Design Studios (**fourhorsemen.biz**) got their start working at McFarlane Toys on well-known lines such as *Spawn* and *X-Files*, and have since worked with Mattel on the *He-Man and the Masters of the Universe*, *Harry Potter*, and *Batman* lines. They are currently busy creating toys and statues that any gamer would like to see gracing his abode. "We partnered with NECA (**neca-online.com**) to create *Masters of the Universe* busts, statues, and mini-statues—affectionately known as 'staction figures' (static action figures)," said designer H. Eric "Cornboy" Mayse. Their current project, *FANtastic Exclusive 2007* (**fantasticexclusive.com**), allows fans to vote on each element of a toy's creation process "from initial concepts to the final packaged toy," creating some truly innovative new creatures. The final product will appear at San Diego Comic Con 2007 and at the Four Horsemen online store (**storehorsemen.com**).

DUNGEONS & DRAGONS TACTICS

This Spring, D&D and D&D Minis fans get a chance to flex their tactical muscles with *Dungeons & Dragons: Tactics* for the PlayStation Portable. The turn-based strategy game marks the first time that the D&D property has graced a next-generation portable system. Published by Atari (*Neverwinter Nights, DDO: Stormreach*) and developed by Kuju Entertainment Ltd (*Dark Messiah of Might & Magic*), the game tells the story of a mortal caught in a conflict between two dragons striving for godhood in an adventure that spans twenty-seven core quests, fourteen side quests, and more than 40 hours of gameplay.

"Optional quests start appearing in the first act of the game and some of these start to affect the alignment of your character," said Lee Brimmicombe-Wood, Senior Games Designer for Kuju. "Depending on your PC's starting alignment, the missions that become available will vary, so to get to see all the missions in the game you'll need at least two full playthroughs."

D&D Tactics supports all the core D&D character classes (plus prestige classes and psionics), levels up to 20, and includes masterwork weapons, unique magic items ("some very powerful"), and more than two hundred spells, from *fireball* to *power word kill*. Cooperative play even allows groups of six to pitch in on the campaign, while multiple PVP modes offer competitive play. Either way, the game features one of the most authentic implementations of the D&D 3.5 combat rules to date.

"I believe we exceed *Neverwinter Nights* and *DDO* in some areas," said Brimmicombe-Wood, pointing out that whereas those games offer more interpersonal skills and feats, *D&D Tactics* focuses on tactical rules (as the name suggests). "Movement and combat is very true to the *Player's Handbook*," he said. "Features such as movement rates and the illumination ranges of torches and light spells are tactically vital in the game."

For more on *D&D Tactics*, visit **atari.com** and **kuju.com**.

Demonomicon of Iggwilv

Makanthet

Queen of the Succubi

by James Jacobs
illustrated by Eva Widermann

'Twas in a secret dream when rose your name,
A wanton wish to wet red trembling lips.
That single glimpse engulfed a heart in flame;
And sent a lonely queen between the hips.
The setting sun can never match your gaze,
Your voice brings songbirds down in swift disgrace,
And never shall a work of paint or clays
Bring justice to the beauty of your face.
And now the world is filled with ashen lust;
Temptations that to you cannot compare.
What this world holds is little more than dust.
A life without your love I do forswear.
And so I slip my gentle blade inside,
And with the flow of blood become your bride.
—Found among the bloodstained mementos of Queen Amaril Arbaski

Not long after the ancient obyrith demons were scattered and the Queen of Chaos was defeated on the Fields of Pesh, the Abyss lay depopulated. Eladrin armies swept through its infinite layers in a furious crusade to crush and destroy everything they could find in the wake of that momentous defeat, and as a result the obyrith race was very nearly obliterated. Yet even such a colossal loss could do little but register as a stutter in the vile fecundity of the Abyss. The obyriths had been removed from power, but their tanar'ri creations, demons fatted upon the sins and souls of mortal life, were ready to claim the Abyss as their home.

The tanar'ri domination of the plane was swift, occurring in the blink of a cosmic eye. Unlike the obyriths, who crawled wet and ruinous from the heaving birthflesh of the Abyss itself, the tanar'ri seeded from a much more fertile soil—the mortal spirit. As countless mortals lived and sinned and died, their wicked souls created an endless influx of raw material the Abyss could shape. The process continues to this day, with often transitory tanar'ri breeds emerging from new depravities and mortal failings, only to go extinct without ever coming to the attention of Material Plane scholars who mistakenly consider themselves experts in all things demonic. Yet certain sins are ageless and do not vary across the gulfs of time. Tanar'ri born of these sins form the bulk of demonic life on the Abyss—wrath begets the hateful vrocks, envy the power-hungry glabrezus, gluttony the ravenous nabassus, and so on.

And so, with lust. This sin is the most potent for seeding demonic birth, as alone among the seven deadliest sins it is inexorably intertwined with life—or to be more precise, with the apparatus for the creation of new life. And the children of mortal lust sifted through the nether of the Abyss are perhaps the most scandalous demons of all: the succubi.

Whereas many tanar'ri were coaxed and shaped into being by the obyriths with the aid of the flesh-warping sibriex demons, the succubi were the first tanar'ri to spontaneously form in the Abyss. Embracing the mortal form rather than twisting and deforming it, they represented an evil the alien minds of the obyriths could never grasp. The subtle, seductive quality was of a nature heretofore unseen in the Abyss and, as a result, the initial succubi quickly grew to great power. As these original succubi scrambled to secure minions, defenses, and power, they quickly came into conflict with one another. Countless died in what came to be known as the War of Ripe Flesh, and those who survived emerged more powerful than before, grown

deadly and more beautiful than ever, after glutting upon the essences of their slaughtered sisters. Eventually, the War of Ripe Flesh came to an end as the surviving succubi paragons settled in far-flung reaches of the Abyss. The names of most have been lost to time, but four in particular remain. And of these four, only one ascended the Razor Throne to claim the title of Queen of the Succubi.

MALCANTHET, QUEEN OF THE SUCCUBI

She is a statuesque beauty who wears a sardonic smile on her ruby lips. Curved horns jut from her brow to hold back her long dark hair, and her eyes smolder with dangerous red sensuality. Large batlike wings stretch from her back, the joints of which are laced with razorlike claws and adorned with jewelry. A sinuous tail that ends in a thin curved spike completes the image of demonic beauty.

MALCANTHET **CR 28**

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +11; **Senses** darkvision 60 ft.; Listen +46, Spot +46

Aura profane beauty, seductive gaze

Languages Abyssal, Common; tongues, telepathy 300 ft.

AC 50, touch 38, flat-footed 39 (+11 Dex, +12 natural, +17 deflection)

hp 429 (33 HD); fast healing 20; **DR** 20/cold iron, epic, and good

Immune electricity, mind affecting, poison, possession

Resist acid 10, cold 10, fire 10; **SR** 41, reflect enchantment

Fort +35, **Ref** +33, **Will** +32

Spd 40 ft., fly 70 ft. (perfect)

Melee *Lover's-Lash* +46/+41/+36/+31 (1d8+13/19–20 plus 1d6 electricity and horrid wounding) and claw +41 (1d4+4) and 2 wings +41 (1d8+4) and tail +41 (1d6+4 plus poison)

Base Atk +33; **Grp** +41

Atk Options Combat Expertise, Flyby Attack, Improved Disarm, Improved Feint, Improved Trip, sneak attack +12d6

Special Actions queen's kiss, *summon tanar'ri*

Spell-Like Abilities (CL 24th)

At will—*astral projection*, *blasphemy* (DC 34), *charm monster* (DC 31), *desecrate*, *detect good*, *detect law*, *greater command* (DC 32), *greater dispel magic*, *greater teleport*, *mind fog* (DC 32), *plane shift* (DC 34), *shapechange*, *telekinesis* (DC 32), *unhallow*, *unholy aura* (DC 25, effects included in stats above), *unholy blight* (DC 31), *veil* (DC 33)

3/day—*demand* (DC 32), quickened *mind fog* (DC 32), quickened *greater command* (DC 32), *symbol of persuasion* (DC 33), *sympathy* (DC 32)

1/day—*binding* (DC 32), *mass charm monster* (DC 35)

Abilities Str 26, Dex 32, Con 36, Int 26, Wis 30, Cha 44

Feats Combat Expertise, Dark Speech*, Exotic Weapon Proficiency (scourge, whip), Flyby Attack, Improved Critical (scourge), Improved Disarm, Improved Feint, Improved Trip, Multiattack, Quicken Spell-Like Ability (*greater command*, *mind fog*)

Skills Bluff +53, Concentration +49, Diplomacy +65, Disguise +53, Escape Artist +47, Forgery +44, Intimidate +57, Knowledge (local) +44, Knowledge (nobility and royalty) +44, Knowledge (the planes) +44, Listen +46, Sense Motive +46, Spot +46, Tumble +47, Use Magic Device +53

Possessions *Lover's Lash*

*Dark Speech is a feat from *Fiendish Codex I*. If you don't have access to this book, replace this feat with Combat Reflexes.

Profane Beauty (Su) Malcanthet's otherworldly beauty grants her a deflection bonus to her Armor Class equal to her Charisma bonus, as long as she doesn't wear armor. In addition, her beauty nauseates creatures with the good subtype. Good creatures must make a DC 43 Fortitude save each time they attempt to make a melee attack or otherwise touch Malcanthet. Failure indicates that they gain 2 negative levels as their souls are infused with her corruption. Malcanthet heals 20 hit points each time her profane beauty bestows negative levels on a creature. The save DC is Charisma-based.

As a full-round action, Malcanthet may use her profane beauty offensively. She must successfully grapple a foe in order to do so, at which point she can inflict 2 negative levels per round she maintains the grapple. Alternately, she can inflict 2 negative levels to a willing character with a kiss or other act of passion. She cannot combine this ability with her Queen's Kiss ability.

Seductive Gaze (Su) 30 feet, Will DC 43 negates. Those who meet Malcanthet's gaze and fail to resist are overwhelmed by her otherworldly beauty and suffer a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, ability checks, and level checks for the remainder of the round. Once per round as a free action on her turn, Malcanthet can attempt to dominate a creature (as *dominate monster*) that is currently overwhelmed by her beauty. The target creature can resist becoming dominated with a DC 43 Will save. Malcanthet can dominate only one creature at a time with this ability; if she selects a new target, the old target is immediately freed from this effect. The domination otherwise persists until it is removed via *break enchantment*, *miracle*, or *wish*; it cannot be dispelled. The effect functions at caster level 24th, and the save DC is Charisma-based.

Tongues (Su) Malcanthet speaks and understands all languages, as if under the constant effect of a *tongues* spell.

Reflect Enchantment (Ex) Whenever an enchantment spell that targets Malcanthet fails to penetrate her spell resistance, that spell is reflected back upon the caster as if Malcanthet had cast the spell herself (although it still uses the caster's ability score modifier to set the save DC).

Poison (Su) Injury, Fortitude DC 39, initial damage 3d6 Wisdom drain, secondary damage domination. The domination effect of Malcanthet's poison functions identically to the effects of *dominate monster* (caster level 24th), and can affect creatures that are immune to poison (the initial Wisdom drain aspect

of her poison does not). The save DC is Constitution-based.

Queen's Kiss (Su) As a standard action, Malcanthet may bestow a boon upon a creature she kisses. This boon grants the target a +4 profane bonus to any one ability score of the target's choice and a +4 bonus on all saving throws. Malcanthet's symbol, a pair of feminine lips pierced by a spike, appears on the target's body as a crimson birthmark or tattoo that is invisible to the recipient. The Queen's kiss remains active for as long as the recipient lives, fading only upon death (it does not reappear if the recipient is then brought back to life). As long as this boon is in effect, Malcanthet can monitor that character's condition and location as if she had placed a *status* spell on that character, even across planes. She can communicate telepathically with the character at all times, and by concentrating she can observe the world around the character as if she were there in his place. While concentrating in this manner, Malcanthet may use any of her spell-like abilities through the recipient so that they manifest as if the recipient had used the abilities himself. As a free action, Malcanthet can cause the mark to tear bloodily from the recipient and fade away, leaving an ugly red scar in its wake. This deals 2d6 points of Charisma drain to the victim and removes the profane bonus to his ability score and saving throws, but it does not disrupt Malcanthet's link to the character—she can still monitor and use him as detailed above. Removing the mark (or the scar) is possible with a *dispel chaos* or *dispel evil* spell. Accepting the queen's kiss is a chaotic and evil act. Malcanthet can bestow this boon on up to 13 mortals at any one time (10th-level thralls do not count against this limit, see page 29). A creature can resist the kiss with a DC 43 Will save. The save DC is Charisma-based.

***Summon Tanar'ri* (Sp)** Once per day, Malcanthet can automatically summon 2d6 incubi, 1d6+2 succubi, or a Radiant Sister Jilitu. This ability functions as a 9th-level spell.

Lover's Lash

Malcanthet's favored weapon is a delicate scourge with three razor-edged chains ending in dainty blades. This major artifact is a *+5 shocking burst adamantine scourge* that she can call to her hand as a free action, despite any intervening distance between it and herself.

The most horrific power of *Lover's Lash* is its capacity to inflict lasting, horrid wounds. Once per day as a free action, Malcanthet can cause *Lover's Lash* to become infused with her sinful essence, causing its electrical aura to turn crimson. The next time she successfully sneak attacks a foe, the creature struck must make a DC 25 Fortitude save or the damage dealt permanently reduces the creature's hit points. In order to heal this damage, the demonic nature of the horrid wound must first be reversed by a *miracle* or a *wish*. The wound still persists, but can now be healed magically by any conjuration (healing) spell, provided the caster makes a DC 30 caster level check, otherwise the spell has no effect on the wound. A creature reduced to –10 or fewer hit points by a horrid wound is not technically killed. Rather, just before he dies, he is placed in a state of suspended animation identical to that of a *temporal stasis* spell, save that the victim remains horribly aware of his surroundings and the passage of time. Restoring a creature "slain" in this matter requires a *freedom* spell, at which point the victim dies and can be restored to life by a *true resurrection* spell after a *miracle* or *wish* is used to undo the demonic wound.

Strong necromancy; CL 20th.

About the Stats

The statistics for the CR 28 version of Malcanthet presented here were generated by advancing and adapting the demon queen's basic statistics from the CR 21 version detailed in *Fiendish Codex I: Hordes of the Abyss*, with a few additional benefits here and there. If your campaign needs an even tougher Queen of Succubi, you can advance Malcanthet's statistics even further, either using the method presented in *Fiendish Codex I* or the standard rules for advancing outsiders detailed in the *Monster Manual*.

Malcanthet prefers to leave combat to her more-than-capable minions, yet unlike many creatures that prefer to rely upon trickery and deception, the Queen of Succubi is more than capable of defending herself physically if the need should arise. Her profane beauty and seductive gaze work well to disrupt organized tactics against her even before she brings her own to bear. She prefers to open a fight at range, starting with a quickened *mind fog* to whittle away at her enemies' will before using her other spell-like abilities to turn foes into friends. She usually summons succubi, but against particularly dangerous foes she calls upon a Radiant Sister for aid. Once she's secured allies, she gleefully and sadistically slinks into melee, typically targeting more charismatic foes first. When she can flank, her large number of attacks and high sneak attack damage typically cuts such foes to ribbons in seconds. She uses her favorite weapon, the legendary scourge known as *Lover's Lash*, with fluid grace, and generally attempts to trip or disarm foes with her third or fourth attack with the weapon rather than simply dealing damage. She augments the first three rounds of melee combat with quickened *greater commands* to order her enemies to halt in place. Faced with foes that succumb to these commands, she often takes the time to strip them of their equipment and armor, teleporting to a distant location to stash the gear for safe keeping before returning a round later to offer the now unequipped foes a chance to become her slaves before she finishes them off. Often, if she's particularly impressed by a

vanquished foe, she instead uses *binding* to capture him so she can play with him to her heart's content over the eons to come.

Malcanthet's Goals

As befits her nature, Malcanthet's primary goal is self-satisfaction. All of her myriad plots and machinations have this ultimate goal in mind—be it the achievement of a new form of physical pleasure, a sampling of a heretofore unknown rapture, or the rush of heat when a hated enemy is humiliated or laid low.

Malcanthet has held the title of Queen of the Succubi for a relatively short period of time—2,000 years. The title is young (Malcanthet being the only demon to hold it), and Malcanthet is well aware of this fact. In order to secure the position, she spent countless centuries waging war, both overtly and covertly, against her primary competitors. Shami-Amourae, a succubus associated with depraved sexuality, became imprisoned in the Wells of Darkness after Malcanthet wooed away her lover Demogorgon and used him to defeat her. Xinivrae (a succubus who reveled in the seduction of women) succumbed to a horrid wound at Malcanthet's lash and was cast into the infinite wash of the Dreaming Gulf (the 230th layer of the Abyss). Only Lynkhab survived Malcanthet's wrath, and even she is but a shadow of her former glory as the patron of the self-destructive, now so mired in her own depression that she's incapable of offering any sense of resistance to Malcanthet.

Yet Malcanthet does not fool herself. She knows her control of the title has made her more enemies than allies, and over the past 2,000 years she has become quite accomplished at defending her realm on the 570th layer of the Abyss. Chief among her enemies is the Dark Prince, Graz'zt. Malcanthet once spurned his advances, and his wounded ego triggered an assault on Shendilavri that she was only just able to turn back. Since then, the two similar demons have waged a sort of cold war, each sending countless spies into the other's realms while working on their own to undermine their enemy's standing. Graz'zt recently achieved a great triumph by masquerading as Malcanthet and seducing Kostchtchie, one of the ugliest of tanar'ri lords. The humiliation that Malcanthet suffered as a result (many still believe that it wasn't a disguised Graz'zt at all that fell for Kostchtchie's virility) has fueled her wrath of late, yet a disturbing new development with one of her lovers has distracted her from organizing any real retaliation.

Malcanthet's allegiances with other demon lords generally serve one purpose: satisfying the queen's constant lusts. Her lovers include Pazuzu (with whom she has sired many powerful succubi children, including the enigmatic Red Shroud of Broken Reach), Mastiphal (the Hunting Sovereign and lord of Malcanthet's iron fortress of Vanelon on Pazunia), and Socothbenoth (a demon lord associated with incest and other sexual taboos who lusts for Graz'zt's position of power and has entered an alliance with Malcanthet in an attempt to further this goal). Yet Malcanthet's greatest conquest is without a doubt Demogorgon. The nameless and wretched offspring of their unions are best left undocumented. By securing the allegiance of the Prince of Demons, Malcanthet has all but ensured her safety. None dare strike a telling blow against the one who lies with the most powerful demon in the Abyss!

Yet, recently, Malcanthet has noticed a strange development in Demogorgon, a development that few others have had the chance to observe. She knows that Demogorgon plans to harvest an unprecedented wash of savage energy from the Material Plane and fears what he might do or might become as a result. In order to protect herself, she has quietly betrayed her hideous lover and subtly steers the actions of a group of Material Plane heroes to defeat his plan while keeping herself free to attend to other matters.

Such as her most recent discovery. Always concerned that her ancient foe Xinivrae might somehow find her way out of the Dreaming Gulf, Malcanthet patrols that infinite realm every few dozen years. On these journeys, she has encounterd numerous of the disembodied demons known as loumaras, corpse-stealing dybbuks, sadistic guecubus, nature-corrupting manitous, and blade-haunting caligrostos. On her latest visit, she came across something singularly incredible—a dormant loumara lord called Sifkhu. Malcanthet managed to *bind* the slumbering loumara lord (possibly the only one of its kind) in a specially prepared ruby prison crafted for her by her favorite minion, Eljuvia Maure. Malcanthet keeps Sifkhu imprisoned deep below her palace, hoping someday to discover a way to absorb its essence without losing what she most values—the sensuality of her physical form.

Malcanthet's Cult

On the Material Plane, Malcanthet's cult is widespread yet relatively disorganized. Her cults rarely, if ever, cooperate—often they function as fierce competitors. In cases where two different cults encroach upon the other's territory, short and brutal street wars quickly ensue, with each side sparing no expense to see to the death and ruin of the other. Malcanthet approves of such clashes, of course, as they serve to temper those cultists who serve her well and winnow from the ranks those who are weak and unable to serve their mistress as well as they should.

To the casual observer, a cult of Malcanthet appears as nothing more than a brothel. Just as there are all manners of sexual fetishes and kinks, her cults range widely in specialties and goals. One cult might operate out of a run-down waterfront warehouse, while another might be located in the noble quarter of a large city and cater only to the most discriminating of clients. For the most part, those who unknowingly visit a cult of Malcanthet

Tools of the Trade

The faithful of Malcanthet prefer to use weapons favored by the Queen of Succubi in combat. The two most commonly wielded of these weapons, the whip-dagger and the scourge, are detailed here. Both are exotic one-handed weapons.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type
One-Handed Melee Weapons						
Scourge	20 gp	1d6	1d8	×2	2 lb.	Slashing
Whip-dagger	25 gp	1d4	1d6	19–20/×2	3 lb.	Slashing

Scourge (*Complete Warrior*): This multitailed, barbed whip grants a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attack fails) with this weapon.

Whip-Dagger (*Arms & Equipment Guide*): A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. A whip-dagger's lash is studded with tiny spikes and hooks, and a short blade is affixed to the lash's tip. A whip-dagger is treated as a standard whip, save that its ability to deal damage is unhindered by armor bonuses and natural armor bonuses.

never know how closely they come to sacrifice. The majority of Malcanthet's cultists are women, and although she certainly doesn't turn away men who seek to honor her, men are not allowed to achieve the highest ranks within her cult and become her thralls. In most cults, men are looked upon as servants and thugs, bouncers to keep unruly clients in line or laborers to take care of tasks the rest of the cultists find too distasteful. In many Malcanthet cults, men are blinded so they cannot look upon the beauty of their superiors. Called stags by the mistresses of the cult, these men are usually kept as idle playthings or as workers to dispose of the physical remains of sacrifices, dragging still-warm bodies from the cultists' beds for proper disposal in pits of lye or rat-infested reservoirs.

Each cult seeks a particular type of sacrifice, and they generally keep their sacrifices to a minimum of one per month, at most, to avoid arousing undue suspicion. One cult might seek only men who have a certain body type or occupation, while others seek only women of high birth and noble upbringing. Others prey on the dregs of society, seeking only the most debased of a city's undesirables to offer up to their mistress. In any case, the method of sacrifice remains the same. The cultist lures the target into her chambers with the promise of untold pleasure. Once engaged in the act, the cultist murders the sacrifice at the height of passion. The method of murder varies (a knife across the throat, the release of poison spiders or snakes onto the victim's naked body, a blast of fire into a slack mouth, and ivory stillettos sunk deep into pleasure-glazed eyes are all favorites), but the timing remains the same. The soul of a victim sacrificed in this manner does not move on to his appropriate reward in the afterlife, but instead manifests in the Fleshpits of Miomanta on Shendilavri, destined to spend the rest of eternity as a slave or in a final mass slaughter in the hungry clutches of the incubus armies of Istancian.

It's also not uncommon for a single agent to serve the Queen of Succubi. Often, such a woman (for these agents are invariably female) secures a place of prominence in society or a powerful family and uses her charms to gain a position of power, all in Malcanthet's name. Such was the case of Elluvia Maure, a powerful enchantress and member of one of the most notorious families of arcanists in the Flanaess. At the height of her power, Elluvia commanded several dozen lesser cultists, and even oversaw the construction of an entire dungeon level below Maure Castle. This dungeon level, Elluvia's Pit, exacerbated the schism between herself and the other family members, who viewed Malcanthet's meddlings in Maure affairs as dangerous. As it turned out, their fears were well founded, for Malcanthet certainly played a role in the magical catastrophe that struck Maure Castle and laid low the family so many centuries ago. It was at Malcanthet's own hand that the greatest of the Maures was dealt a particularly horrid wound, after which the end came quickly for the castle. Not all of Malcanthet's agents bring about such infamous and clamatious climaxes to their works, but she does regard the fate of the Maures (and the unknown treasures she claimed from their dungeons during her invasion) as one of her greatest successes on the Material Plane.

Clerics of Malcanthet have access to the domains of Chaos, Evil, and Trickery. If you use *Fiendish Codex I* in your campaign, her clerics also have access to the Temptation domain—otherwise, replace access to this domain with the Healing domain. Malcanthet's favored weapons are the whip, whip-dagger, and scourge. Her symbol is a pair of feminine lips, the lower of which is

pierced with an iron thorn that drips a single drop of blood.

Thrall of Malcanthet

Malcanthet often refers to her thralls almost lovingly as her favored children. Here are mortal hedonists and seducers who have given their entire lives over to the fulfillment of pleasure and pain. Only when working to subvert the values and morals of the innocent do they turn from this consuming need, and it is said that each emotional and physical climax achieved by these thralls is felt in turn by their lascivious mistress deep in Shendilavri. Thralls of Malcanthet often lead her cults in the Material Plane, but just as often work in secret in the employ of dockside brothels or in the harems of powerful kings. Malcanthet allows only women to become her thralls, for only they can properly transmit the particular thrills and rewards the Queen of Succubus seeks to harvest from the Material Plane.

Bards find it the easiest to become one of Malcanthet's thralls, although clerics and sorcerers are far from uncommon. In cases where clerics or sorcerers don't multiclass, the skill requirements for this prestige class generally prevent them from becoming thralls for a few additional levels. Although the prestige class is primarily suited for spellcasters, rogues and fighters have been known to become thralls of Malcanthet as well. Monks who have turned away from law can make particularly devastating thralls of Malcanthet, since their high unarmored Armor Class and skill at grappling foes works quite well with several of the class' granted powers. Typically, a monk, fighter, or rogue takes a level of sorcerer before entering this prestige class just so they can gain the full advantages the class has to offer.

Requirements

To qualify to become a thrall of Malcanthet, a character must fulfill all of the following criteria:

Alignment: Chaotic evil.

Gender: Female.

Skills: Bluff 9 ranks, Diplomacy 9 ranks, Perform (any two) 5 ranks.

Feats: Persuasive, Spell Focus (enchantment), Thrall to Demon (Malcanthet).

Special: Must willingly murder someone who loves you.

Special: Must have permanently lost at least one experience level from a succubus's energy drain attack. Once the thrall gains her first level in this prestige class, restoring this lost level via *greater restoration* does not adversely affect the character's qualification for this prestige class. As a result, most who seek entry to this prestige class wait until the last possible moment to meet this requirement, so they have enough time to restore the lost level while *greater restoration* can still help.

Class Features

The following are class features of the thrall of Malcanthet prestige class.

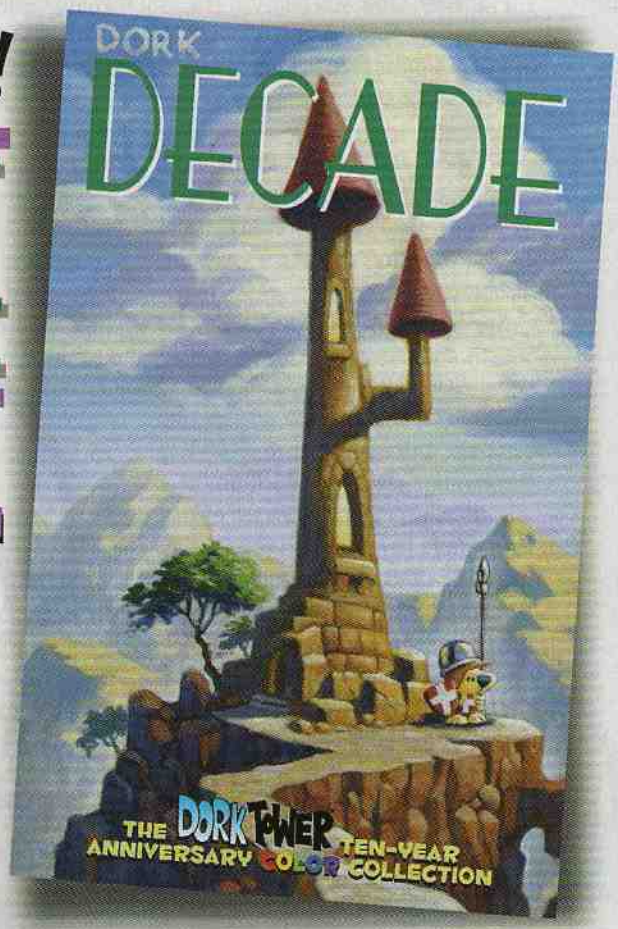
WHAT A LONG, STRANGE STRIP IT'S BEEN!

DORK DECADE

THE DORK TOWER TEN-YEAR ANNIVERSARY COLOR COLLECTION

THE ARCHIVAL TRADE PAPERBACK FEATURING EVERY DORK TOWER COMIC STRIP FROM TEN YEARS OF SHADIS AND DRAGON, IN FULL COLOR, COLLECTED FOR THE FIRST TIME!

DSP 216 - 128 Pages
ISBN 1-933288-56-6 $15.99



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Profane beauty, telepathic gaze	—
2nd	+1	+0	+0	+3	Betrayal	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Sneak attack +1d6	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Charming voice	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Draining kiss, sinner's beauty +2	—
6th	+3	+2	+2	+5	Sneak attack +2d6	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Reflect enchantment	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Dominating voice	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Sneak attack +3d6	—
10th	+5	+3	+3	+7	Sinner's beauty +4, succubus form	+1 level of existing spellcasting class

Skills (6 + Int per level): Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (nobility and royalty), Knowledge (religion), Knowledge (the planes), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Thrall to Demon [Vile]

You supplicate yourself to a demon prince in return for a small measure of power.

Benefit: Once per day, while performing an evil act, you may call upon you demonic patron to add a +1 luck bonus on any one roll.

Special: Once you take this feat, you may not take it again; you may not be a thrall to more than one demon. Nor may you take the Disciple of Darkness feat (a similar feat that binds you to an archdevil). This feat first appeared in *Book of Vile Darkness*.

Weapon and Armor Proficiency: Thralls of Malcanthet gain Exotic Weapon Proficiency (whip) and Exotic Weapon Proficiency (scourge) as bonus feats.

Spells per Day: At every level save for 1st, 5th, and 9th, a thrall of Malcanthet gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not gain any other benefits a character of that class would have gained, except for an increased effective level of spellcasting. If she had more than one spellcasting class before becoming a thrall of Malcanthet, she must decide to which class she adds the new level for purposes of determining spells per day.

Profane Beauty (Su): As long as a thrall of Malcanthet wears no armor

and wields no shield, she gains a deflection bonus to her Armor Class equal to her Charisma bonus, to a maximum bonus equal to her class level.

Telepathic Gaze (Ex): A thrall of Malcanthet can communicate via telepathy with any creature within 100 feet that meets her gaze. While communicating with a creature in this manner, she can read his surface thoughts as if she had cast *detect thoughts* and concentrated on the target for 3 rounds. The target can attempt to resist this gaze by making a Will save (DC 10 + the thrall's class level + her Charisma modifier). If she can read the target's surface thoughts, she gains a +5 circumstance bonus on Bluff, Diplomacy, or Intimidate checks made against that opponent.

Betrayal (Su): At 2nd level, a thrall of Malcanthet's attacks are particularly devastating to those who believe her to be an ally. If she ever deals damage to an ally with a weapon or spell, the ally must make a Will saving throw (DC 10 + the thrall's class level + her Charisma modifier) or be stunned for 1d4 rounds.

Sneak Attack (Ex): Beginning at 3rd level, a thrall of Malcanthet deals an extra 1d6 points of damage whenever a foe is denied his Dexterity bonus or is flanked by the thrall. This increases to 2d6 points at 6th level, and 3d6 points at 9th level. If the thrall gets a sneak attack bonus from another source, the bonuses on damage stack.

Charming Voice (Su): At 4th level, the thrall's voice becomes beguiling. She gains a +4 competence bonus on Bluff, Diplomacy, and Intimidate checks, and the save DC for any language-dependant spell she casts gains a +1 profane bonus. Once per day, she may attempt to charm a creature of her same type as a spell-like ability, provided that creature can hear and understand her voice. This otherwise duplicates the effects of *charm monster* (caster level equals the thrall's class level).

Sinner's Beauty (Su): When a thrall of Malcanthet reaches 5th level, her appearance takes on an otherworldly and arousing beauty. Her Charisma increases by 2 points. At 10th level, her beauty increases even more, increasing her Charisma score by another 2 points.

Draining Kiss (Su): When she becomes 5th level, a thrall of Malcanthet can drain energy from a creature she lures into some act of passion or by simply planting a kiss on the victim. If the target is not willing, she must successfully grapple him first. The kiss bestows 1 negative level. The victim must succeed on a Fortitude save (DC 10 + the thrall's class level + her Charisma modifier) to remove this negative level. This ability may be used up to three times a day.

Reflect Enchantment (Ex): At 7th level, a thrall of Malcanthet can reflexively reflect enchantment spells that target her and fail to affect her. Up to three times per day, as an immediate action, a thrall of Malcanthet who makes her saving throw to resist any spell of the school of enchantment may immediately reflect that spell back at its source, as if she had cast the spell on the target. This defense works only against enchantment spells negated by successful saving throws.

Dominating Voice (Su): At 8th level, the thrall's charming voice becomes more potent. She gains a +8 competence bonus on Bluff, Diplomacy, and Intimidate checks, and the save DC for any language-dependant spell she casts gains a +2 profane bonus. Once per day, she may attempt to dominate a creature of her type as a spell-like ability, provided that creature can hear and understand her voice. This otherwise duplicates the effects of *dominate monster* (caster level equals the thrall's class level).

Succubus Form (Su): At 10th level, a thrall of Malcanthet gains the supernatural ability to transform into a succubuslike creature once per day. This transformation requires a full-round action and lasts for 1 hour. During this time, the thrall gains the following benefits.

- +2 Str, +2 Dex, +2 Con, +6 Int, +4 Wis, and +16 Cha.
- +9 natural armor bonus to her Armor Class.
- Wings that grant a fly speed of 50 feet (average).
- Damage reduction 10/cold iron or good.
- Darkvision 60 ft.
- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- Spell resistance 18.
- She can use her draining kiss ability at will as long as she remains in this form; uses do not count against her regular limit of 3/day.

MALCANTHET'S MINIONS

As Queen of the Succubi, Malcanthet's favored minions are naturally succubus tanar'ri. Ascended from one of the first succubi to form from the raw Abyss so long ago, Malcanthet retains a fondness for these demons in particular, even those who seem to be working against her desires. To Malcanthet's sense of convoluted logic, even these "wayward" succubi are in fact serving her needs by living to their very nature. Only the rare redeemed succubus, such as the enigmatic Fall-From-Grace of Sigil, escape her fondness—if anything in the Multiverse is capable of stirring sadness from Malcanthet's heart, it is these lost scions.

Yet succubi are far from Malcanthet's only minions. Not long after she claimed the Razor Throne of Rivenheart, Malcanthet developed the excruciating process that transforms a succubus into a lilitu, a cunning demon forged from fire and flesh to serve as a seducer of the faithful and to pervert and warp the teachings of the gods. Malcanthet originally thought to use her lilitus to infect the faiths of her enemies and draw them into her own warm fold, yet the intrinsic chaotic nature of these demons saw a quick end to that plot. The lilitus were insufferably vain and could not stand to work with others of their ilk, and it wasn't long after that many turned away from Malcanthet to seek their

own fortunes elsewhere, taking with them the secrets of lilitu transformation. Since then, countless succubi have made this transformation, and while many of them have come back to serve the Queen of Succubi since the initial revolt, not even Malcanthet admits any measure of control over them. Unlike actual succubi, the lilitus are not her true scions.

Other creatures serve Malcanthet as well. Perhaps the most numerous are the incubi, male versions of succubi more violent and rapacious by nature than their seductive sisters. On the Material Plane, the difference between a succubus and an incubus is often fraught with confusion, especially since many succubi delight in assuming male form to seduce victims not aroused by feminine charms. In fact, true incubi are rather rare on the Material Plane, yet on the Abyss they often serve as the infantry for demonic armies.

Also common on Shendilavri are the strange demons known as dybbuks. Spawned from the cast-off dreams of a dead pantheon, dybbuks are immaterial demons of a race known as the loumaras. These demons seek the bodies of once-living creatures, possessing and animating them for the sole purpose of experiencing that creature's sins and vices. Naturally, in a realm like Shendilavri, dybbuks have no shortage of corpses to prey upon.

Special mention should be made of the countless half-fiends that serve Malcanthet, for such is the natural result of a realm so steeped in carnal pleasure. These creatures, along with the incubi of Istancian, form the bulk of Malcanthet's standing army. Coming in as many shapes and sizes as her succubi and incubi can seduce and rape, there are nevertheless two significantly common breeds of half-fiend in Shendilavri. Humans who survive intercourse with an incubus always give birth to male half-fiends called cambions (the mothers invariably die giving birth). Succubi who decide to conceive after mating with a particularly impressive human have a much easier time of it—children from these unions are always female half-fiends known as alu-demons.

Radiant Sisters

Malcanthet forged these creatures in one long night of hedonistic rapture in the birthflesh vats of Miomanta, and where the others have long since gone their own ways, these thirteen have remained loyal to their mother. Known as the Radiant Sisters, these lilitus are accomplished slavers, singers, generals, and lovers, and hold the much-coveted seat of "favorite" among Malcanthet's minions. A Radiant Sister can be told apart from her kin by the bright halo that glows above her tresses. Each sister's halo (and hair) are of a different hue, and it is by these colors that the Radiant Sisters are known (Midnight, Violet, Crimson, Snow, and Jade being but five example names). A Radiant Sister can control the intensity of illumination her halo provides as a free action, varying it from a faint glow that is all but imperceptible to a brilliance that provides bright illumination to a radius of 120 feet.

The demonic essence of the thirteen Radiant Sisters is eternal as long as Malcanthet rules Shendilavri—when one of these lilitus are slain, another lilitu gains a halo and becomes the slain sister's replacement and makes her way to Shendilavri as quickly as possible to be welcomed by her new mistress and lover. All of the Radiant Sisters wear matching *gloves of storing*. In one is stored a +2 *vorpal whip-dagger*, while in the other is stored a golden puzzle box in the shape of a heart. These golden hearts are art objects worth 2,500 gp apiece but also function as prisons.

Each contains a tiny cell in which Malcanthet has imprisoned one of her more hated foes, using the *minimus containment* version of *binding*. The Radiant Sisters are generally left to their own devices and methods of carrying out Malcanthet's whims on Shendilavri, but the theft of any of these gloves or their contents is the one sure event guaranteed to draw the combined wrath of them all.

The Radiant Sisters are all chaotic evil female lilitu 12th-level bards. These dangerous tanar'ri demons are detailed on page 43 of *Fiendish Codex I*.

Incubus

This humanoid creature looks, for the most part, like a 20-year-old human man. His body has the tight, lean frame of a dancer, with pale and hairless skin, and he wears skin-tight black leather armor. His dead black eyes are

narrowed in a predator's glare, his lips upturned in a sneer to reveal sharp teeth. Long twisted horns, almost like those of a gazelle, protrude from his brow, and his ears are pointed. His legs end in cloven hooves.

INCUBUS **CR 3**

Always CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +1; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal, Celestial, Draconic; tongues, telepathy 100 ft.

AC 17, touch 11, flat-footed 16 (+1 Dex, +3 armor, +3 natural)

hp 30 (4 HD); **DR** 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 15

Fort +7, **Ref** +5, **Will** +7

Spd 30 ft.

Melee +1 *longsword* +9 (1d8+7/19–20) gore +3 (1d4+2)

Base Atk +4; **Grp** +8

Atk Options sneak attack +2d6

Special Actions Wisdom damage, *summon tanar'ri*

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 16), *detect good*, *detect thoughts* (DC 17), *disguise self* (DC 16, no limit on duration)

1/day—*modify memory* (DC 19)

Abilities Str 18, Dex 13, Con 17, Int 14, Wis 13, Cha 20

Feats Iron Will, Persuasive

Skills Bluff +14, Concentration +10, Escape Artist +8, Hide +8, Intimidate +16, Listen +9, Move Silently +9, Open Lock +8, Sense Motive +8, Spot +9, Tumble +8, Use Rope +8

Environment Infinite Layers of the Abyss (Shendilavri)

Organization solitary, pair, or gang (3–8)

Treasure +1 *leather armor*, +1 *longsword*, 500 gp in miscellaneous jewelry

Advancement by character class

Tongues (Su) An incubus has a permanent tongues ability (as the spell, caster level 12th). Incubi usually use verbal communication with mortals.

Wisdom Damage (Su) An incubus drains Wisdom from a mortal he lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the incubus must start a grapple, which provokes an attack of opportunity. The incubus's kiss deals 1d4 points of Wisdom damage. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the incubus. The victim must succeed on a DC 16 Will save to negate the effect of the *suggestion*. The save DC is Charisma-based.

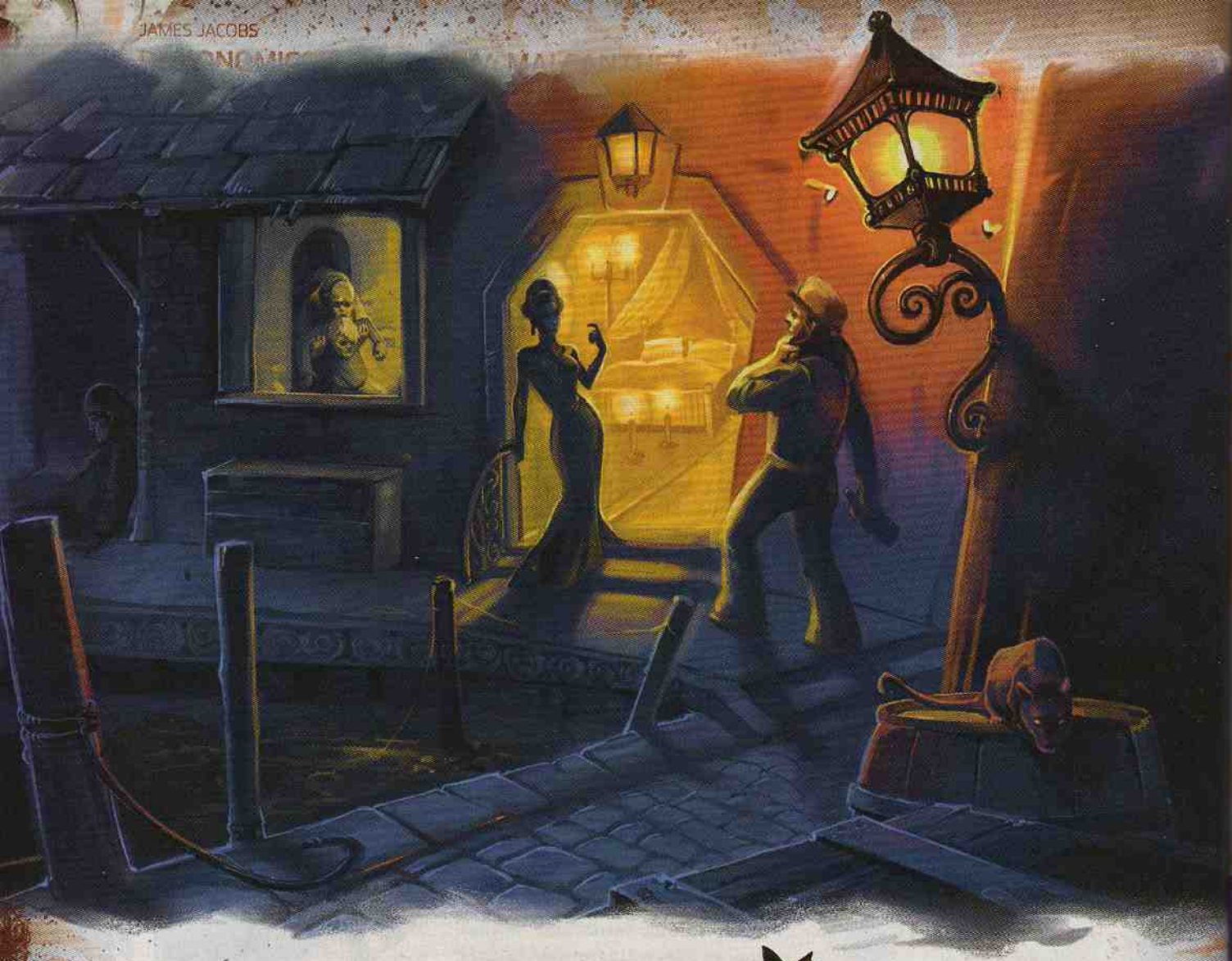
***Summon Tanar'ri* (Sp)** Once per day an incubus can attempt to summon 1d4 dretches with a 60% chance of success. This ability is the equivalent of a 2nd-level spell.

The male counterpart to the far more common succubus, the incubus is a physical manifestation of male sexuality given humanoid form (and the intelligence to act upon its destructive urges). Whereas succubi seduce their victims, drawing them into their embrace with lies and honeyed whispers, incubi see what they want and take it by force. They have no innate ability to mask their demonic forms, nor do they care to. Their aggressive natures make them excellent soldiers, and entire battalions of these violent demons train ceaselessly for war at Malcanthet's whim in the remote city of Istancian.

In combat, an incubus fights with a wretched and sickening glee. They gang up on single targets, flanking foes so they can make sneak attacks or piling upon them to drain their will to live with their mind-numbing kisses. Most incubi fight with a single longsword, often using the weapon in both hands to strike their foes. They can also gore victim with their horns, and they particularly enjoy the feel of hot blood running down their faces.

MALCANTHET'S REALM

Malcanthet has ruled the Abyssal realm of Shendilavri for the past 2,000 years. Before that time, it was a wild and untamed region of heaving fleshy hills and gaping orifices the size of canyons, a vast living plane of senseless shuddering flesh. Under Malcanthet's gentle touch, this realm has transformed into what it is today: a slice of Heaven lodged in the bowels of the Abyss. Shendilavri is a breathtaking world of verdant hills perched on the shore of a vast, lush ocean. The sun is



perpetually in beautiful sunset here, and wondrously crafted white-marble buildings dot the gently rising hills. Malcanthet herself rules from the city of Rivenheart, a place said to house all possible mortal desires, a museum of carnal pleasure and delights built not only to serve as the personal pleasure palace of its Queen, but as a display of her conquests and experiences. Malcanthet's Palace sits proudly atop a low hill in the center of Rivenheart, an open-air structure with no doors. The notorious Razor Throne sits at its center, its velvet cushions surrounded by blades and hooks that would quickly shred the flesh of any other creature fool enough to sit within. Rivenheart is not Malcanthet's only palace. She maintains at least a dozen smaller, but no less decadent palaces on other Abyssal realms.

Malcanthet in the Real World

Malcanthet has no real-world basis in myth, like Baphomet, Dagon, Kostchtchie, or Pazuzu, nor does she have a legacy from earlier editions like Fraz-Urb'luu or Zuggtmoy. Malcanthet is wholly third edition D&D and was invented by Robert J. Kuntz for *Dungeon* #112's mega adventure, "Maure Castle." Since then, Malcanthet's influence in *Dungeon's* pages has only grown. Not only have she and her agents played roles in the two sequals to "Maure Castle" ("Chambers of Antiquities" in *Dungeon* #124 and "The Greater Halls" in issue #139), but her presence in the Savage Tide Adventure Path has evolved into a key role far beyond what I had originally envisioned for the campaign.

Of course, the actual *concept* of a "queen of the succubi" is hardly new to D&D. Back in *Dungeon* #5, Robert Kelk's adventure "The Stolen Power" introduced Shami-Amourae, while in second edition's Planescape setting we learned about Lynkhab. As with Malcanthet, neither of these demon lords were modeled after a specific real-world mythological figure, although all three doubtless drew inspiration from any number of mythological demonic women like the sirens of the *Odyssey* or the Lilith of ancient Mesopotamian myth (destined to become a singular entity associated in Christianty as Adam's first wife or Satan's consort, depending on where you look).

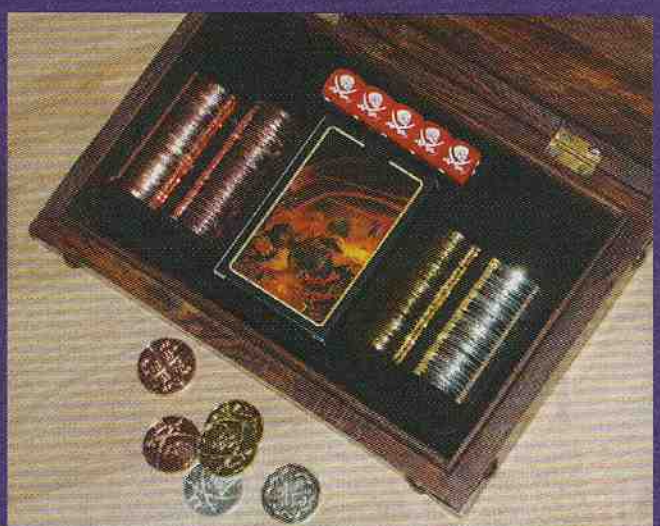
Many key locations within Shendilavri have been detailed on pages 150–152 of *Fiendish Codex I*, but three more locations not detailed therein deserve special mention.

Istancian: Situated on a remote island about 150 miles from the mainland, Istancian is also known as the Rapine City. This iron fortress-city is home to the tens of thousands of incubi soldiers who constitute Malcanthet's seldom-used army and navy. The city's location is the result of two factors. First, the incubi guard the approach to Shendilavri from the trackless Abyssian Ocean, protecting the realm from invasions by sea. Second, the incubi are kept here out of Malcanthet's own sense of decorum—the demons have little capacity for subtlety and seduction and beauty. Their presence on the mainland would endlessly disrupt the false serenity that pleases the Queen so much, and so they are sent here to live in near-exile. Malcanthet keeps ships filled with slaves deemed unfit for other work on a regular route to Istancian, so the incubi who dwell there never want for flesh in which to slake their deadly lusts. Succubi and other minions who displease Malcanthet often have their wings torn free and, bound in *dimensional shackles*, are sent to this island for punishment. The incubi do their best to keep all of their playthings alive, but generally a trip to Istancian is a short-lived and painful one indeed.

Miomanta: This is a city of artists and the rookery of the Radiant Sisters. Each of the thirteen maintains a vast manor in this city of statues, stained glass, and murals (all depicting scenes of carnal excess), with the lowland between populated by their favored minions, lovers, and artists. The central district of Miomanta is known as the Fleshpits of Shendilavri, and it is here that new slaves freshly harvested from elsewhere are examined, cataloged, and assigned to duty elsewhere on Shendilavri. Malcanthet's minions and cults work ceaselessly to keep the Fleshpits full.

The Reckless Coast: The farther reaches of Shendilavri extend beyond Elluvia's Arch and Miomanta, eventually wrapping back upon themselves so that those who travel "north" from Miomantia finds themselves approaching Elluvia's Arch from the south. This length of coastline measures nearly 500 miles in length and is relatively unsettled by Malcanthet's minions. Here, it is possible to find small thorps of wayward folk who have become stranded on Shendilavri. Many are hermits or monks who have chosen to settle in proximity to great temptation so that they may temper their souls against the worst (or perhaps best) the Abyss has to offer. A few are secret enclaves of agents dedicated to Graz'zt, Yeenoghu, or other enemies of the Queen of Succubi. Malcanthet knows of them all, yet suffers their presence here for her own convoluted reasons. Perhaps she feels that these reckless pilgrims may themselves hold undiscovered pleasures slowly ripening for the plucking.

You Bet Your Booty!



Being a pirate, or adventurer of any sort, often revolves around the redistribution of wealth. Sometimes it is the result of marauding, but not always. A good game is often a welcome diversion. With Crystal Caste's new Pyrate's Plunder Poker Set, you're ready. Each round topped wooden chest contains a deck of playing cards with beautifully illustrated backs, five dice with a pirate flag in place of the one, and pirate doubloon poker chips in gold, silver, and copper. All you need now are easy prey to plunder

Crystal Caste

Quality Products For Serious Gamers

MULTIPLE DEMENTIA

A GUIDE TO THE DEMIPLANES

by Todd Stewart, with Oliver Diaz • illustrated by Julie Dillions

Pocket dimensions or demiplanes have long been a staple of D&D excursions into realms beyond the worlds of traditional fantasy. The creations of wizards, powerful outsiders, deities, or even naturally occurring elements of reality, these fledgling planes come in virtually infinite variety.

Demiplanes are essentially self-contained bubbles of existence within the Astral or Ethereal Planes, pockets of reality brought into creation by design or planar whimsy. These places provide DMs with unique locations in which to indulge in unusual or wildly unique adventures, as the typical laws of in-game reality might prove more fluid or they might not exist at all. The following examples describe merely a few known demiplanes. DMs should feel inspired to create their own demiplanes as they see fit, possibly utilizing the Random Demiplane Generator from page 154 of the *Manual of the Planes*.

THE BLACK ABYSS

The Black Abyss is a demiplane in a state of perpetual dissolution. Passing into the demiplane's misty border on the Ethereal Plane, the pocket dimension is pleasant, almost welcoming, if empty and deathly silent. Visitors drift through a vast network of artificial caverns of white stone, illuminated by brilliant points of light that line the walls and nurture orderly gardens and stands of fruit trees.

Some of the caverns contain the long-dead bodies of stranded visitors, but other objects have been found, including glowing gemstones, curiously designed magic items, and a famous defaced brass tablet containing the following words: "...we are safe now upon this furthest shore. The stolen gift f...Vaati...sealed and sustaining. Lord Ygor..."

The largest cavern is home to a pair of stone figures and a massive obelisk. Humanoid and greatly weathered, one is carved with the word "Time," and the other with the word "Space," while the opposite side of the obelisk is covered in a flowing script of unknown origin or meaning. Some believe that the figures are guardians who peer deeper into the caverns with a look of warning, but the most curious speculation states that the language on the obelisk bears more than a passing resemblance to the runes that cover Limbo's Spawning Stone.

At the heart of the demiplane, many of the caverns empty into a hollow interior, a massive space filled with roiling storm clouds, flashes of red lightning, and the grating sound of crumbling stone. Many of the caverns end in elaborate balconies overlooking the plane's interior, though a few open onto eroded white stone bridges that reach into the storm and vanish through the mist.

Finally, at the bridges' crumbling tips, threatened by lightning and tumbling rock, the storm empties into a swirling pool of darkness: the demiplane's namesake. Anything caught in its tidal grip is lost, its exact fate unknown. Some claim the whirlpool leads to the Negative Energy plane, Limbo, or into the actual Abyss (perhaps the 4th layer, the Grand Abyss) or some other place of malignant chaos. Of course, no survivors of the transit exist to report just where it leads, if it leads to anywhere at all but oblivion, but the curious still seek whatever secrets the demiplane might hold.

The Black Abyss Traits

The Black Abyss has the following traits.

- **Normal Gravity:** Gravity in the Black Abyss constantly draws inhabitants downwards, toward the storm at its center. The only exceptions to this are the bridges that reach into the demiplane's central storms, were gravity holds creatures to the bridges' horizontal surfaces.
- **Normal Time.**
- **Finite Size:** While of limited size, none ever see the exterior of the Black Abyss. All who enter are transported to one of the demiplane's countless cavernous hollows.
- **Mildly Chaos-Aligned:** Lawful characters in the Black Abyss take a –2 penalty on all Charisma-based checks.
- **Normal Magic.**

Features of the Black Abyss

The Black Abyss is a realm of caverns and rocky passages slowly being eroded by a massive storm roiling at the plane's interior. Aside from the occasional cave-in, the cavernous reaches of the demiplane are largely hospitable to life. The stormy interior, however, is fraught with danger. Those who reach the center of the Black Abyss find a gigantic, constantly raging storm with the same power as a tornado (see page 95 of the *Dungeon Master's Guide*). As with a tornado, creatures picked up by the storm are whirled around for 1d10 rounds, but here, each round they also move 100 feet away from the point where the winds snatched them up. After these 1d10 rounds, if the creatures are not somehow retrieved, they are sucked into the void at the center of the storm, expelled into some hostile realm from which there is no return. Creatures sucked into the depths of the void can only be reclaimed by a *miracle* or *wish*.

THE DEMIPLANE OF IMPRISONMENT

The Demiplane of Imprisonment is a whispered myth to many, an object of unholy reverence to some, and a blight upon the Multiverse to others. The demiplane's origin is ancient, and the mythology of its founding appears in a hundred variations across a thousand

worlds, with the names changing to fit the local theology. The stories all possess one common truth: the demiplane is the prison of a malevolent being from some other reality, an incredibly powerful invader who seeks nothing less than the destruction of everything. So feared was this entity that, unable or unwilling to kill it, a pantheon of rival gods or other planar powers sealed it away.

The demiplanar prison remains in the depths of the Ethereal Plane, a swollen, crystalline cyst heavy with the presence of its shackled occupant. Due to its nature, virtually nothing is known of its interior, and while entry into the demiplane is possible, subsequent exit is not, leading either to death or eternal imprisonment.

Still, ever canny and desperately hungry for the destruction of all things, the prison's inhabitant manages to interact with the world through dreams. The ether around the Demiplane of Imprisonment literally bubbles and froths with the manifest dreamscapes of the imprisoned being's worshipers and others he reaches out to in the twilight of sleep. In the protomater that shrouds the demiplane, these dreamscapes form, mature, and finally recede back into nothingness when the dreamers reawaken.

Travelers at the edge of these dreamscapes observe surrealistic visions dominated by purple eyes, mouths, veined whirlpools, and dark humanoid figures. These manifest dreams threaten, goad, tempt, and seduce intruders with all manner of vile offers, always seeking to make them blunder into the demiplane itself, trapping themselves forever.

Demiplane of Imprisonment Traits

The Demiplane of Imprisonment has the following traits.

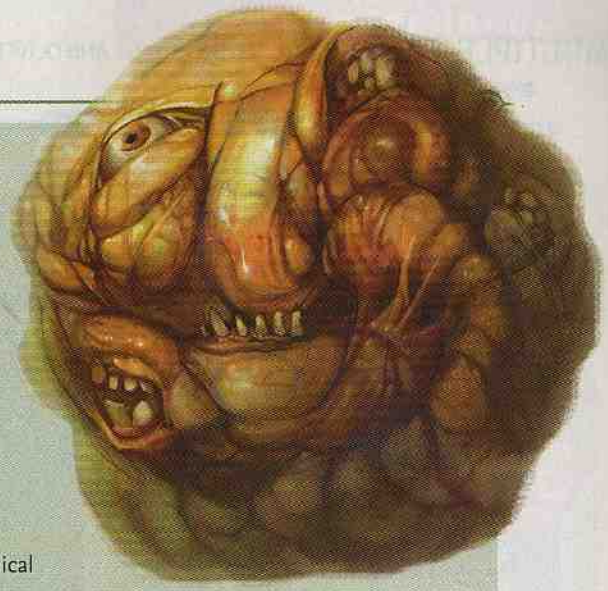
- **No Gravity.**
- **Timeless:** Time does not pass for creatures within the Demiplane of Imprisonment.
- **Finite Size:** The Demiplane of Imprisonment is a massive crystal roughly a mile in diameter.
- **Divinely Morphic:** The being caged within the Demiplane of Imprisonment can change the general shape of his crystalline prison, but not its size or mass.
- **Mildly Evil-Aligned:** Good characters in the Demiplane of Imprisonment take a –2 penalty on all Charisma based checks.
- **No Magic:** No magical effects function within the Demiplane of Imprisonment.

Features of the Demiplane of Imprisonment

The Demiplane of Imprisonment appears as a gigantic, many-faceted crystal nearly a mile in diameter, floating within the depths of the Ethereal Plane. Any creature who comes within 500 feet of the demiplane is subjected to the dreams and visions the being within broadcasts to its sleeping, would-be worshipers. Every round a creature spends in this bubbling dream haze it must make a DC 25 Will save or be compelled to move as swiftly as it can toward the Demiplane of Imprisonment, seeking to touch it. This is a mind-affecting effect.

Any creature that reaches the Demiplane of Imprisonment and touches it is instantly interned within. The demiplane grows a unique, crystalline facet or spur large enough to contain the being bodily. The being cannot move or escape through any means of its own, being held as if by the spell *temporal stasis*. A creature can only be freed from this imprisonment through the use of a *miracle* or

OTHER DEMIPLANES



The Boundless: A surreal, entrapping demiplane that beguiles victims with offers of youth and health.

The Clockwork Gap: The demiplanar home of the blind, mad baernaloth Harishek ap Thulkesh, the Blind Clockmaker, and his nightmarish creations.

Cynosure: A neutral meeting ground of the Faerûnian pantheon.

Demiplane of Dread: A horrific, mist-shrouded prison-plane, domain of the enigmatic Dark Powers.

Demiplane of Electromagnetism: A slowly evaporating demiplane of raging lightning storms.

Demiplane of Haven: A demiplanar city created by the mercane to compete with Sigil for the title "Hub of the Multiverse."

Demiplane of Invention: A pyramidal realm inhabited by the mechanical creations of the inventor-wizard Leonis.

Demiplane of Nightmares: A tortured realm of twisted, manifest dreams.

Demiplane of Time: A place filled with storms and odd temporal effects, sometimes called the temporal energy plane.

Draedenden: A demiplane rumored to be filled with the fossilized remains of miles-long wormlike creatures.

Dungeonland: A plane whose peril and terror is matched only by its whimsy.

Faerie: A twilight demiplane of noble fey courts transiently connected to the Material Plane, Arborea, and Pandemonium.

Gloaming: A neutral meeting plane created and maintained by the rilmani.

Inphirblau: A demiplane filled entirely by a great city populated by the mysterious, humanoid phirblas.

The Isle of the Ape: A jungle realm of fantastic creatures created by the demigod Zagyg.

The Isle of Black Trees: A cabal of fey wizards' legendary repository of wealth and magic.

Land of the Immortals: The domain of the Eight Immortals, deities of the Chinese pantheon.

Lost Citadel of Magic: A demiplane of three moons, home to the Krynnish deities of magic.

Maelost: Also known as the Ridgelands, a place of black rock ridges and possibly living black water.

The Mazes: Timeless, labyrinthine prisons constructed by Sigil's Lady of Pain.

The Mewling: The xill's grotesque humanoid harvesting ground.

Neth, the Demiplane That Lives: A living, protoplasmic demiplane possessed of a childlike curiosity.

Semblance: A demiplane world created and stabilized by the will of the Mhagane, a reclusive group of wizards.

The Shattered World: A collection of demiplanes ruled over by countless fickle demiurges. Formerly a magic-rich Material Planar world, destroyed when every inhabitant was granted his every wish.

The Timevoid: A finite spherical dimension that contains the *Quicksilver Hourglass*, a weapon created by a now-dead pantheon.

Urunaland: The demiplane under construction by a clan of dwarves, seeking to make it the perfect home.

Wormscape: A sea of writhing worms and a few small pockets of air.

wish. Even if freed, though, former captives have been exposed to the thoughts of the other-dimensional being trapped at the plane's heart and are permanently affected as if by the spell *insanity*. This insanity may be cured as per the spell.

The Demiplane of Imprisonment moves through the Ethereal Plane at a rate of 20 feet per round at the whim of the being at its center.

MOIL, THE CITY THAT WAITS

Moil was once a city-state on the world of Ranais, the Funeral World, one of many city-states devoted to specific gods of death. Moil was devoted to the worship of Orcus, but when the city rebelled against his clergy the enraged archfiend ripped it and its inhabitants from the face of their world, bottling it within a lightless demiplane of his own crafting. Sealed away from the world, the people of Moil are cursed to sleep until released by the touch of sunlight.

Forgotten by Orcus, Moil drifted for untold millennia, sterile and untouched, until its discovery by the demilich Acererak the Devourer. The undead wizard plundered the demiplane of its necromantic lore and turned much of Moil into a twisted death trap for his mortal enemies. Utilizing the demiplane's innate negative energies, the demilich used Moil as the foundation for his Fortress of Conclusion, a dungeon of countless deadly traps and fiendish abominations that some call the Tomb of Horrors. Although many think Acererak is long gone, the lich scoured much of the city of its treasures, but left other sections wholly untouched, either because he saw nothing of value or because of things yet lurking in the frigid darkness best left sleeping—threats even to beings such as him.

Within the demiplane, Moil's slender towers rise out of the darkness like so-many anemic mausoleums.

The natural land the city once stood upon is gone, vanished and replaced with cold, black fog that swirls about the towers' foundations, apparently anchoring them solidly within the void. Fourteen such towers of stone and black metal connect through elegant and fragile metal spans that bridge the gloom below, but many other towers exist unlinked and solitary, or whose connections long ago succumbed to decay or the actions of Acererak or other intruders.

Moil still tempts planar scholars and treasure hunters with lost knowledge, forgotten secrets, and abandoned wealth. Yet, the past still haunts the darkened city with countless undead terrors, creatures abandoned by Acererak, and a monstrous amalgamation of tortured souls known as the Dream Vestige (see *Libris Mortis*). Not all of Moil's horrors exist because of things long ago. Orcus's foul attentions seem to have once again returned to Moil and a portal to Naratyr now exists in the Tower of the Forsaken One. Numerous reality-warping fiends called visages (see *Libris Mortis*) have recently passed through this portal.

Moil Traits

Moil has the following traits.

- **Normal Gravity:** Gravity behaves normally, as if Moil were still anchored to the ground of its long-dead home world.
- **Normal Time.**
- **Finite Size:** Moil and the darkness that contains it exist within a 3-mile-wide bubble of space.

REACHING DEMIPLANES

Demiplanes might prove difficult to adventure on if characters can't or don't know how to reach them. Those seeking out specific demiplanes or who stumble across one might do so in a variety of different ways.

• **Portals:** As demiplanes are coterminous with other planes, portals that serve as direct gates to them might appear almost anywhere on a connected plane. These gates are often permanent and might be well known, with local legends or far-flung myths arising in relation. Alternately, some demiplanes, particularly those connected to the Material Plane, possess indistinct, temporary portals, and those passing through what appears as a normal bank of rising fog might unexpectedly find themselves spirited away to a demiplane.

• **The Astral and Ethereal Planes:** Aside from pervading all aspects of the Material Plane, these indistinct realms border on countless other worlds. Acting like portals, the Astral Plane's color pools and the Ethereal Plane's rippling, colored curtains form passages to other realms throughout the Multiverse, including demiplanes.

Optionally, a cosmology might employ the Deep Ethereal region (see page 155 of the Manual of the Planes), an endless foggy sea home to strange creatures and proto-worlds. Several demiplanes might drift through this vague expanse, either literally floating through the endless ether or having secluded ethereal curtains of their own.

• **Gate:** While spells like plane shift and similar conjuration (teleportation) spells don't allow access to demiplanes, the spell *gate* does. Creating its own temporary portal, creatures can access any demiplane they know about just as any other plane. A sentient demiplane or an inhabitant of deity-level power can prevent the opening of a *gate* into a demiplane as if it were a deity.

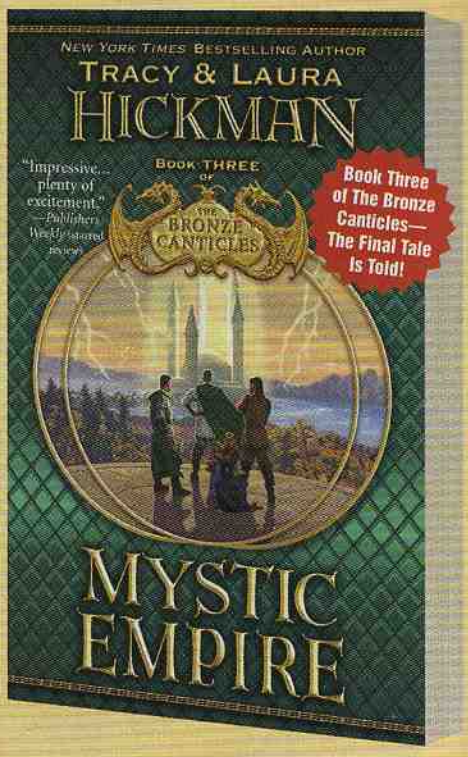
- **Minor Negative-Dominant:** The dark spaces and roiling fog between the towers and bridges of Moil are charged with negative energy. Any creature that ventures from the paths and structures, such as by flying, take 1d6 points of damage per round. At 0 hit points or less, the creature crumbles to ash.
- **Mildly Evil-Aligned:** Good characters on Moil take a –2 penalty on all Charisma-based checks.
- **Enhanced Magic:** Spells and spell-like abilities of the necromancy school are maximized (as if the Maximize Spell feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking or controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- **Impeded Magic:** All spells of the conjuration (healing) subschool are impeded, healing only half as much as they normally would.

Features of Moil

Cast into a barren, sunless realm, Moil's temperature perpetually hovers just below freezing, making the city a danger for interlopers poorly prepared for the cold (see page 302 of the *Dungeon Master's Guide* for cold weather danger below 40 degrees). As the realm holds strong ties to death and the undead, all undead in Moil gain turn resistance +4. In addition, any living, corporeal creature that dies in Moil has a 80% chance of spontaneously rising as either a skeleton or zombie 1d3 rounds after dying.

NOW IN PAPERBACK

From *New York Times* bestselling author Tracy Hickman and Dragonlance™ co-creator Laura Hickman


NEW YORK TIMES BESTSELLING AUTHOR
TRACY & LAURA
HICKMAN
"Impressive... plenty of excitement." —Publishers Weekly starred review
BOOK THREE OF THE BRONZE CANTICLES
Book Three of The Bronze Canticles—The Final Tale Is Told!
MYSTIC EMPIRE

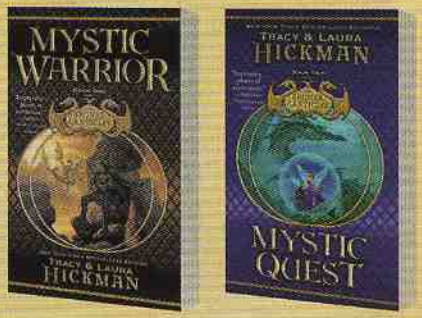
Thrice upon a time. Three worlds fought to survive...

But the gates between their realms are about to burst open—plunging mystics, faeries, goblins, and dragons into war.

"Fantasy at its very best."

—Midwest Book Review

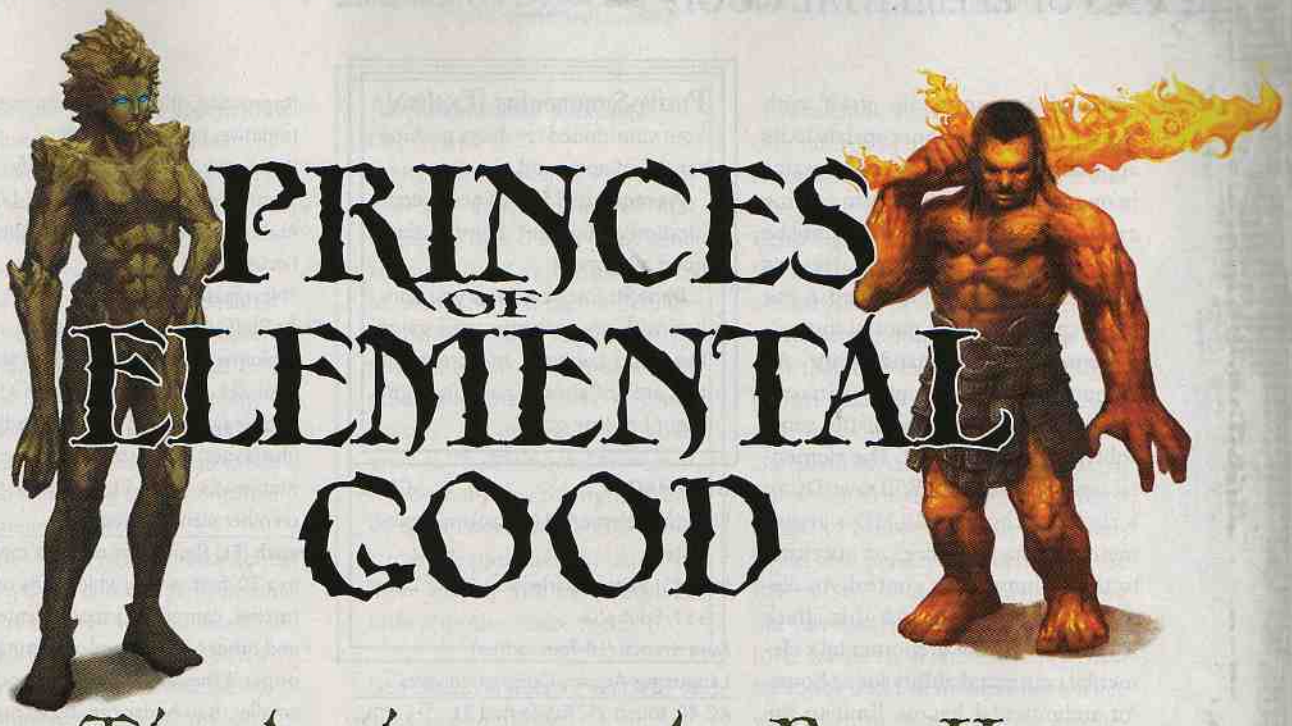
ALSO AVAILABLE IN PAPERBACK:



www.hbgusa.com

WARNER BOOKS Hachette Book Group USA

Warner Books and the "W" logo are trademarks of Time Warner Inc. Used under license.



Princes of Elemental Good

The Archomentals, Part II

by Eric Jansing and Kevin Baase • illustrated by Andrew Hou

Archomentals are powerful exemplary beings of the Elemental Planes, similar to the celestial paragons and archfiends. While the fury of the Elemental Princes of Evil (see DRAGON #347) has shaken the multiverse for millennia, the Elemental Princes of Good stand against their evil counterparts to prevent them from dominating the Elemental Planes and, ultimately, all planes of existence.

Although they don't rule their home planes, archomentals still command considerable power. Each archomental has a vast army of supporters, and it is rarely drawn into battle without adequate support. Every archomental holds sway over a large dominion on its plane and dwells in a well-protected fortress, contributing to its long-lasting survival.

The good archomentals are ancient beings, although the Elemental Princes of Evil clearly predate them. Legends say the Elemental Planes themselves birthed the Elemental Princes of Good in the Age Before Ages, to serve as a balancing force to prevent their evil counterparts from becoming too powerful. During their genesis, the moral wars between Law and Chaos raged on. The four fledgling archomentals—Chan, Ben-hadar, Sunnis, and Bristia Pel (princess of Fire)—became comrades, and after observing the conflict they concluded that the side of Law should also be the side of Good.

The good princes eagerly joined the vaati, also known as the Wind Dukes of Aaqa, but were soon dismayed to find evil elementals among the forces of Law. Upon discovering Yan-C-Bin's alliance with the Wind Dukes, Chan immediately ended her involvement with the conflict. Two lesser evil elemental lords, Chilimba of Magma and Ehkahk of Smoke, also fought alongside the vaati. In one of the war's major battles, Chilimba and Ehkahk betrayed the good archomentals, ambushing and destroying Bristia Pel. Disillusioned, Ben-hadar abandoned the vaati, eventually joining the side of Chaos for the war's duration, while Sunnis remained steadfastly with the side of Law.

The Elemental Princes of Good lack the same level of influence and reputation throughout the planes that their evil counterparts enjoy. Whether due to the evil princes' longer existence or greater power, the good archomentals seek to lessen this foul prestige.

Like the celestial paragons, good archomentals can grant spells as proxies for divine powers (*Book of Exalted Deeds*, 123). They do not, however, encourage cults organized in their names on the Material Plane.

ARCHOMENTAL TRAITS

Although not a specific subtype, all archomentals share the following traits.

A good archomental's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Feats listed in their entries with an "E" are epic feats and can be found on page 209 of the *Dungeon Master's Guide*.

Change Shape (Su): An archomental can assume the shape of any creature with the same elemental subtype, as the *shapechange* spell, as a standard action. In an assumed form, an archomental cannot use its natural weapons

(although it can equip itself with weapons and armor appropriate to its appearance). An archomental remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the archomental reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Elemental Command (Su): An archomental can attempt to gain control over any elemental of the same subtype within 100 feet. The elemental must succeed on a Will save (DC 10 + 1/2 the archomental's HD + archomental's Cha modifier) or succumb to the archomental's control. An elemental that saves against this attack is immune to that archomental's elemental command ability for 24 hours. An archomental has no limit to the number of elementals it can control.

Once under the archomental's command, an elemental serves the archomental until either it or the archomental dies, until the archomental dismisses it, or until the duration for its summoning expires. It obeys the archomental explicitly, even if ordered to attack a being that originally summoned it. The archomental does not need to concentrate to maintain control over any elemental it commands.

Spell-Like Abilities: All archomentals can use the following abilities at will: *detect evil, detect good, greater dispel magic, greater teleport, see invisibility, suggestion, telekinesis.* Caster level 20th. The save DC for these spells is 10 + the archomental's Cha modifier + spell level.

Tongues (Su): All archomentals can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

BEN-HADAR

Prince of Good Water Creatures, Squallbringer, The Valorous Tempest

A rush of pure, blue-green water coalesces into a humanoid shape taller than three men. Its eyes sparkle like sunlight shining on ocean waves. Instead of hands, this creature has a set of watery claws resembling those of a gigantic crustacean.

Purify Summoning [Exalted]
Your summoned creatures become sanctified and good.

Prerequisite: Spell Focus (conjuration), Augment Summoning, good alignment.

Benefit: Each creature you conjure with any *summon* spell gains the good subtype, and creatures that are not already good in alignment become good.

BEN-HADAR **CR 22**

NG Huge elemental (extraplanar, good, water)

Init +13; **Senses** darkvision 60 ft.; Listen +53, Spot +53

Aura drench (10-foot radius)

Languages Aquan, Celestial, *tongues*

AC 40, touch 25, flat-footed 31 (–2 size, +9 Dex, +15 natural, +8 insight)

hp 567 (42 HD), fast healing 5; **DR** 15/—

Immune critical hits, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

SR 32

Fort +32, **Ref** +27, **Will** +26

Speed 40 ft. (8 squares), swim 120 ft.

Melee 2 claws +44 (4d6+14/19–20)

Space 15 ft.; **Reach** 15 ft.

Base Atk +31; **Grp** +53

Atk Options Awesome Blow, Cleave, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Snatch

Special Actions drench, *summon aquatic creatures*, vortex, *wall of water*, water mastery

Spell-Like Abilities (CL 20th, melee touch +44, range touch +38)

At will—*bless water* (DC 17), *control water* (DC 22), *create water, obscuring mist, water breathing* (Ben-hadar can set the duration anywhere from 1 round to permanent)

3/day—quickened *control water* (DC 22), *fog cloud, solid fog*

1/day—*horrid wilting* (DC 24)

Abilities Str 39, Dex 29, Con 29, Int 22, Wis 26, Cha 23

SQ archomental traits, elemental traits

Feats Awesome Blow, Blind-Fight, Cleave, Epic Reflexes[E], Epic Will[E], Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Sunder, Persuasive, Power Attack, Purify Summoning[B]*, Quicken Spell-Like Ability (*control water*), Snatch, Weapon Focus (claw)

*New feat. See sidebar.

Skills Bluff +43, Concentration +29, Diplomacy +37, Disguise +6 (+8 acting), Heal +23, Intimidate +40, Jump +18, Knowledge (arcana) +31, Knowledge (the planes) +51, Listen +53, Sense Motive +53, Spot +53, Survival +8 (+10 on other planes), Swim +52

Drench (Ex) Ben-hadar radiates moisture in a 10-foot radius, which puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if they are of Huge size or smaller. Ben-hadar can dispel magical fire he touches, as if using *greater dispel magic* (caster level 20th).

***Summon Aquatic Creatures* (Sp):** Once per day, Ben-hadar can automatically summon 1d4+1 elder tojanidas**, 1d3 elder water elementals*, or 10d10 tritons. This ability is the equivalent of a 9th-level spell.

*If you are using *Complete Arcane*, Ben-hadar can summon one water monolith instead.

**If you are using *Stormwrack*, Ben-hadar can summon 2d4 nereids instead.

Vortex (Su) Ben-hadar can transform himself into a whirlpool just as a water elemental can (*Monster Manual*, 98). Ben-hadar's vortex is 10 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The Reflex save DC is 45, and the damage is 4d6.

***Wall of Water* (Sp)** Ben-hadar can create forms out of water that are hard to the touch. The water constantly churns and roils and is not actually frozen like ice, so it takes no damage from fire. Ben-hadar can create either an anchored plane or a hemisphere of solid water, as he wishes. The water plane is 5 feet thick and covers a 600-foot square area. It does not deal cold damage. A hemisphere has a radius of 70 feet. This effect is otherwise identical to the *wall of ice* spell. Caster level 20th.

Water Mastery (Ex) Ben-hadar gains a +2 bonus on attack rolls and damage

rolls if both he and his opponent are touching water. If the opponent or Ben-hadar is touching the ground, Ben-hadar takes a –4 penalty on attack rolls and damage rolls.

Ben-hadar easily affects the movement of ships in any squares he threatens as a full-round action, overturning any craft up to 210 feet long, or halting and holding motionless a ship as long as 420 feet. Larger ships can be reduced to half speed for as long as they remained threatened by Ben-hadar.

Skills: Ben-hadar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

The Prince of Good Water Creatures, Ben-hadar rules the plane's good-aligned inhabitants from his realm of Ssesurgass on the Elemental Plane of Water. His command post consists of a great fortress hidden away in a massive reef of living coral, guarded by a group of Colossal coral golems (*Stormwrack*, 150). Good water elementals, water mephits, and water weirds (*Monster Manual II*, 93) keep his dominion in working order, while tritons, darfellan (*Stormwrack*, 143), ocean giants (*Monster Manual II*, 111), and aquatic elves populate the realm.

Ben-hadar is a deeply emotional, intuitive being, with a personality akin to a tropical storm: Boisterous, loud, and aggressive on the outside, but calm, peaceful, and serene on the inside. This arrogant warrior has a gruff demeanor, but he truly cares about his followers and nurtures them as needed. Ben-hadar would sacrifice his own life to protect his plane and those who serve him. Although he reaches boredom, disappointment, and dejection easily, those he cares for just as easily bring him love and happiness.

Ben-hadar's symbol is a blue-green wave in a golden circle.

Archomentals Through the Years

While the Elemental Princes of Evil first appeared in the first edition *Fiend Folio*, the good archomentals were nowhere to be seen. The first edition *Manual of the Planes* first suggested the possibility of archomentals of other alignments but was not specific on the issue of good princes. The Elemental Princes of Good finally saw the light of day in the PLANESCAPE books *Monstrous Compendium III* and *The Inner Planes*, but have received little attention since then.

Ben-hadar stands 18 feet tall and weighs 4,000 pounds.

STRATEGIES AND TACTICS

Ben-hadar is a confident fighter, using his great lobsterlike claws to deadly effect. He prefers to fight completely submerged, but if forced to battle above the surface, he uses his vortex ability to bring his foes under. He only calls for aid when clearly outmatched, and he reserves his *horrid wilting* ability for truly evil opponents.

BEN-HADAR'S GOALS

Ben-hadar's experiences in the war between Law and Chaos affected him profoundly. From the betrayal at the hands of his supposed allies he learned that evil comes from all sides and to trust no one but himself. He believes seeking out evil to destroy is a fool's enterprise, and that evil creatures can even be used for good purposes at times. Ben-hadar keeps his affairs private and wars with no one who doesn't give him a reason to do so.

Unlike the other good archomentals, Ben-hadar has no great conflict with his evil counterpart. Olhydra nearly ignores Ben-hadar, considering Imix to be a much greater threat. Ben-hadar's forces do sometimes clash with Olhydra's, but such battles seem more due to circumstance than to any real enmity. Since neither archomental challenges the other, they rarely dispute over control of the Elemental Plane of Water. This tentative peace with Olhydra has allowed Ben-hadar to take a keener interest in the needs and well-being of the various creatures of his realm.

Rumors among the eladrin suggest that Ben-hadar and the eladrin Queen Morwel are occasional lovers who met during the ancient war. A Gargantuan sisiutl (*Stormwrack*, 157) known as Triusis zealously guards a portal to Morwel's demiplane. Ben-hadar also polices the vortices to the Rivers Styx and Oceanus, keeping out unwanted fiends and helping lost travelers from Oceanus find their way back. Ben-hadar has a truce with Charon, who controls navigation on the River Styx: in exchange for preventing fiendish troublemakers from using the portals to the Elemental Plane of Water, Ben-hadar deters his followers from interfering in Charon's business. Ben-hadar also keeps the marids of the Citadel of Ten Thousand Pearls in line.

Ben-hadar stays on good terms with the deities Deep Sashelas, Eadro, and Persana. For the most part, he stays out of their way, assisting their worshipers when in need. He often aids the enigmatic Water Lion, a patron of good sea creatures, and actively opposes the minions of Sekolah and Panzuriel.

The evil archomental of ooze, the mighty Bwimb, often served as the biggest thorn in Ben-hadar's side, polluting his pure waters with foul excretions. Bwimb's death has changed things little, as his daughter (Bwimb II) continues to pester Ben-hadar with her attempts to gain his attention.

Rennbuu, the slaad lord of colors, often visits Ssesurgass to admire and transform the massive, colorful coral reefs there. Ben-hadar and Rennbuu have formed an unusual friendship of sorts around Rennbuu's strange art forms, with Ben-hadar providing the inspiration and raw materials, and Rennbuu changing the natural palette in bold new ways.

CHAN

Princess of Good Aerial Creatures, The Silent One, Glorious Zephyr

A calm breeze of softly churning air seems to suggest a benign presence. Quiet gusts of wind swirl about to form a cloud, from which shines a serenely smiling face.

CHAN **CR 22**

NG Large elemental (air, extraplanar, good)

Init +18; **Senses** darkvision 60 ft.; Listen +36, Spot +36

Languages Auran, Celestial, *tongues*

AC 42, touch 29, flat-footed 28; Dodge, Mobility
(–1 size, +14 Dex, +13 natural, +6 insight)

hp 483 (42 HD), fast healing 5; **DR** 15/—

Immune air effects, critical hits, electricity, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

SR 31

Fort +21, **Ref** +37, **Will** +24

Speed fly 120 ft. (perfect) (24 squares)

Melee 2 slams +45 (2d10+11/19–20)

Space 10 ft.; **Reach** 10 ft.

Base Atk +31; **Grp** +46

Atk Options Cleave, Combat Expertise, Combat Reflexes, Flyby Attack, Great Cleave, Power Attack, Spring Attack, Whirlwind Attack

Special Actions air mastery, *control weather, summon aerial creatures,* whirlwind

Spell-Like Abilities (CL 20th, melee touch +41, range touch +41)
At will—*control winds* (DC 23), *ghost sound* (DC 18), *gust of wind* (DC 20), *wind wall* (DC 21)
3/day—*air walk, gust of wind* (triple range and distance blown back or rolled, DC 20), *wind wall* (up to 600 feet long and 300 feet high, DC 21)
1/day—*wind walk* (DC 24)

Abilities Str 33, Dex 38, Con 24, Int 24, Wis 23, Cha 26

SQ archomental traits, elemental traits, natural invisibility

Feats Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Epic Skill Focus (Gather Information)[E], Epic Will[E], Flyby Attack, Great Cleave, Improved Critical (slam), Improved Initiative[B], Mobility, Power Attack, Purify Summoning[B]*, Spring Attack, Weapon Finesse[B], Weapon Focus (slam), Whirlwind Attack
*New feat. See sidebar.

Skills Balance +18, Concentration +27, Diplomacy +50, Gather Information +58, Heal +36, Hide +35, Intimidate +38, Jump +49, Knowledge (the planes) +37, Listen +36, Move Silently +35, Search +18, Sense Motive +46, Spot +36, Survival +6 (+8 following tracks, +8 on other planes), Tumble +44

Air Mastery (Ex) Airborne creatures take a –2 penalty on attack and damage rolls against Chan.

***Control Weather* (Sp)** Once per day, as a standard action, Chan can control the weather in a 30-mile-radius circle centered on herself. This otherwise functions like the *control weather* spell (caster level 20th), except the weather appears instantly.

Immunity to Air Effects (Ex) Chan is immune to strong winds or any air-related effects. She can suppress this ability as a free action.

Natural Invisibility (Su) This ability is constant, allowing Chan to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell. Chan can, as a free action, use her body to pick up dirt and debris, making herself visible. She can resume her natural invisibility as a free action.

***Summon Aerial Creatures* (Sp)** Once per day, Chan can automatically summon 1d3 elder air elementals*, 1d8 air mephits, or 1d4+1 djinn or invisible stalkers**. This ability is the equivalent of a 9th-level spell.
*If you are using *Complete Arcane,* Chan can summon one air monolith instead.
**If you are using *Monster Manual II,* Chan can summon 1d4+1 sylphs instead.

Whirlwind (Su) Chan can transform herself into a whirlwind just as an air elemental can (*Monster Manual,* 95). Chan's whirlwind form can be up to 80 feet tall, dealing 4d8 points of damage with a DC 42 Reflex save.

When not wandering the Elemental Plane of Air, the Princess of Good Air Creatures resides within her floating citadel, the Palace of Unseen Contemplation. The reflective walls of purest glass were fashioned from the Plane of Earth's finest sand, as a gift from Sunnis. Visitors frequently become lost wandering down the curving, twisting corridors, although it is said meditation always reveals the correct path to take. Numerous observations of the multiverse are documented in Auran and Vaati upon various glass panels, although Chan is guarded enough to keep her important secrets locked away. A gracious host, Chan welcomes guests into her palace to meditate as long as they wish, providing cool or warm breezes to make each guest comfortable.

Chan enjoys mental tests and puzzles, spending much of her time looking for challenges to overcome. She stealthily observes her plane, always seeking the best opportunity to take action. This aloof archomental

rarely makes herself known but always acts to promote goodness on the Plane of Air. Chan's presence causes only a slight disturbance in the air, sometimes leaving a smell like raindrops on a bed of roses.

Chan has an amorphous form, normally invisible to the naked eye. A *see invisibility* spell shows only the faint outline of a cloud, while a *true seeing* spell reveals a shifting cloud ringed by powerful currents of air, with darker patches of vapor forming vague facial features.

Chan's symbol is an eye within a silver circle.

The Princess of Good Air Creatures is about 10 feet in diameter and weighs 3 pounds.

Strategies and Tactics

Chan's disposition usually resembles calm winds and gentle sounds, but she can rage like the fiercest tornado when angered. Before initiating a battle with the forces of evil, Chan spends a great amount of time surveying her adversaries, noting their strengths, weaknesses, and tactics. When the time is right, she strikes like a sudden storm, utilizing a torrent of winds and slams to fell her opponents or drive them off.

Chan's Goals

Chan's eternal conflict with her greatest foe, the evil Yan-C-Bin, is not a physical war, but a battle of silent threats and secret-gathering. These foes steadily watch each other's movements throughout the plane, each one taking care that the other does not interfere with his or her own activities.

While she does not believe in amassing a great army, Chan keeps a large complement of loyal followers. Elementals, djinn, sylphs, fey, and all types of flying creatures serve her will, meeting her expectations without requiring any commands. Arrowhawks, air mephits, air weirds (*Monster Manual II*, 90), invisible stalkers, and spirits of the air (*Fiend Folio*, 160) keep an eye on the daily issues of her realm. Chan can count on the aid of ki-rin (*Oriental Adventures*, 170), hollyphants (*Book of Exalted Deeds*, 176), shedu (*Fiend Folio*, 153), and senmurvs (*Fiend Folio*, 149) when needed, and supporters on the Material Plane include aarakocra (*Monsters of Faerûn*, 11), avariel (*Races of Faerûn*, 31), cloud giants, giant eagles, pegasi, and various avian creatures. Many good monks find inspiration in Chan's embodiment of the tenets of quiet contemplation and stewardship of her people. A number of monasteries use titles such as "Master of the North Winds," which some consider an apparent homage to Chan.

Chan counts Talisid's Five Companions as allies, considering the avoral paragon Sathia a close friend and Kharash the Stalker a kindred spirit. She also keeps on good terms with the gods Koriel of the ki-rin, Syranita of the aarakocra, and Aerdrie Faenya of the avariel, assisting them as needed.

Chan shares her home plane with Ty-h'kadi, lord of the storm elementals. The two elementals make great allies, sometimes fending off interlopers into the Plane of Air together. The Prince of Thunder and Lightning's tempestuous and chaotic nature sometimes causes him to erupt into destructive fits, and Chan tries to stop these outbursts before he harms anyone. Chan's presence can calm his rage quicker than anything else in the multiverse, but at times she must battle to subdue him.

Chan's short list of enemies includes the demoness Lissa'aere the Noxious. This malevolent funnel of poisonous mist has proven a determined opponent and sometimes aids Yan-C-Bin's schemes against Chan.

The Princess of Good Air Creatures recently discovered a shocking rumor: Bristia Pel may have been Zaaman Rul's mother. Despite the unlikelihood of such a union with Imix, Chan takes this possibility seriously and secretly watches over and aids Zaaman Rul as a sort of surrogate mother. Chan sometimes calls upon Ehkahk, the archomental of smoke, to provide intelligence regarding Zaaman Rul's struggles, although the Smoldering Duke's concern for his own self-preservation makes for a wavering alliance.

SUNNIS

Princess of Good Earth Creatures, The True Stone, Lode Mother

This stony humanoid stands as tall as any two humans, with a muscular yet feminine frame. Intense blue eyes of scintillating sapphire shine with compassion from her chiseled features.

SUNNIS **CR 24**

NG Large elemental (earth, extraplanar, good)
Init +7; **Senses** darkvision 60 ft., tremorsense 120 ft.; Listen +44, Spot +44
Languages Celestial, Terran, *tongues*

AC 45, touch 18, flat-footed 42 (–1 size, +3 Dex, +27 natural, +6 insight)
hp 987 (45 HD), fast healing 5; **DR** 15/—
Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Resist cold 20, electricity 20; **SR** 31
Fort +41, **Ref** +22, **Will** +27

Speed 30 ft. (6 squares); earth glide
Melee 2 slams +50 (6d8+17/19–20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +33; **Grp** +54
Atk Options Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, push
Special Actions earth mastery, *summon earth creatures*
Spell-Like Abilities (CL 20th, melee touch +49, range touch +35)
At will—*soften earth and stone, spike stones* (DC 19), *stone shape, stone tell, transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)
3/day—*move earth, stone to flesh, wall of iron* (double area and thickness, DC 21), *wall of stone* (double area and thickness, DC 20)
1/day—*animate objects* (earth and stone objects only).

Abilities Str 44, Dex 16, Con 44, Int 20, Wis 23, Cha 21
SQ archomental traits, elemental traits
Feats Awesome Blow, Blind-Fight, Cleave, Epic Reflexes[E], Epic Skill Focus (Appraise)[E], Epic Toughness[E],

Epic Will[E], Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Purify Summoning[B]*, Weapon Focus (slam)
*New feat. See sidebar.

Skills Appraise +35, Climb +27, Concentration +32, Diplomacy +55, Heal +32, Intimidate +20, Jump +32, Knowledge (arcana) +20, Knowledge (the planes) +53, Listen +36, Search +15, Sense Motive +54, Spot +44, Survival +6 (+8 on other planes, +8 following tracks)

Earth Glide (Ex) Sunnis can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Her burrowing leaves behind no tunnel or hole, nor does she create any ripple or other signs of her presence. While she is burrowing, a *move earth* spell cast on Sunnis's location flings her back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Push (Ex) Sunnis can start a bull rush without provoking attacks of opportunity. The combat modifiers provided by Earth Mastery also apply to Sunnis's opposed Strength checks.

Earth Mastery (Ex) Sunnis gains a +2 bonus on attack rolls and damage rolls if both she and her foe are touching the ground. If an opponent is airborne or waterborne, Sunnis takes a –4 penalty on attack rolls and damage rolls.

***Summon Earth Creatures* (Sp)** Once per day, Sunnis can automatically summon 1d3 elder earth elementals*, 1d3 juvenile copper dragons, or 1d4+1 elder xorns or galeb duhrs (*Monster Manual II*, 107). This ability is the equivalent of a 9th-level spell.
*If you are using *Complete Arcane*, Sunnis can summon one earth monolith instead.

Within a large underground cavern shaped like the bottom half of an hourglass, the Princess of Good Earth Creatures built her fortress, known as the Sandfall. The Sandfall gets its name from the perpetually falling column of sand that lies above the cavern, which drains down into a supposedly bottomless pit. Some who have been to Sunnis's realm claim that the Sandfall's center contains a vast, luminous crystal that shines with a blinding light.

Sunnis leads an existence of quiet contemplation with the small number of earth elementals, galeb duhr, xorn, and other creatures that have chosen to serve her. This gentle giant treats her servants as cherished children, and lives with them amid the beautiful natural landscape and surroundings of the Elemental Plane of Earth. Sunnis is hardly a passive entity though, and feels most productive when hard at work opposing evil. It is said that when a non-evil creature of elemental earth feels pain, Sunnis feels its pain through the earth itself. Sunnis's inner and outer beauty has led many suitors to seek her out, but she remains stoic regarding such companionship.

Sunnis's symbol is an hourglass with sand trickling downward.

Sunnis stands 12 feet tall and weighs 4,000 pounds.

Strategies and Tactics

Although she possesses a potent array of spell-like abilities, Sunnis prefers to batter the forces of Ogrémoch with her mighty fists. If outnumbered or outmatched, she does not hesitate to summon earth creatures to her aid.

Sunnis' Goals

In the great war of the Age Before Ages, Sunnis was the only good archomental to support the side of Law for the entire war. She accompanied the forces of Law for numerous campaigns, but it was during the Battle of Pesh that Sunnis first glimpsed Ogrémoch, the Prince of Elemental Evil. The archomentals battled each other nearly to death, in what became the beginning of an eternal conflict between the two. Sunnis distracted Ogrémoch long enough to keep him from interfering while the Wind Dukes used the *Rod of Seven Parts* to defeat the tanar'ri Miska the Wolf-Spider and thus turn the tide of the war toward the side of Law.

Sunnis constantly struggles with Ogrémoch, her evil counterpart, for supremacy and the ultimate domination of their plane. The two earth archomentals truly hate each other, and Sunnis must be wary of evil champions sent by Ogrémoch to destroy her. Rumors suggest that Sunnis once planned to trap Ogrémoch by hurling him into the bottomless pit near the Sandfall but seems to have abandoned this dubious plan.

On the Material Plane, dwarves, gnomes, svirfneblin, gulgars (*Monster Manual III*, 78), and earth genasi (*Monsters of Faerûn*, 71) often pay their respects to Sunnis, although none worship her directly. The stonechildren (*Races of Stone*, 92) come the closest to venerating Sunnis as an actual deity, for she embodies all the strongest tenets of their race.

Druids and stonelords (*Complete Warrior,* 81) often dedicate themselves to carrying out the teachings of Sunnis and strive to earn her respect.

When Sunnis needs forces to battle evil, she can call upon earth elementals, earth mephits, oreads (*Fiend Folio,* 134), stone spikes (*Monster Manual II,* 191), and hammer archons (*Races of Stone,* 188). Her alliances among the dwarven and gnomish pantheons, as well as Skoreaus Stonebones of the stone giants, also bring her many allies.

Sunnis opposes the dao for their habit of enslaving earth elementals and treating them as nothing more than exploitable (and expendable) resources. She also challenges Crystalle, an elemental lord of minerals, for similar behaviors. Alu Kahn Sang, the Wind of Destruction, leads armies of dust quasielementals on frequent campaigns into the Elemental Plane of Earth, slaughtering its inhabitants and seeking to erode the whole plane into dust. Sunnis detests the demon lords Ugudenk and Zuggtmoy, as their foul minions despoil the earth. Sunnis also has a long-standing feud with the archdevil Dispater over a disagreement dating back to ancient times.

One famous tale suggests that Sunnis once battled the legendary tarrasque. Although she fought valiantly, she was unable to destroy the abomination. Using a powerful artifact called the Sands of Slumber, Sunnis forced the tarrasque into dormancy for most of its existence, thus limiting the creature's ability to affect the Material Plane. The evil elemental princes are rumored to have assisted in the tarrasque's creation, lending some credence to this legend.

ZAAMAN RUL

Prince of Good Fire Creatures, The Flame of Purity, Resilient Ember

This tall humanoid has red skin that burns and pulses like hot coals. His hair is long and black, and in his coal-black eyes a touch of kindness shines through.

ZAAMAN RUL **CR 20**

NG Large elemental (extraplanar, fire, good)

Init +18; **Senses** darkvision 60 ft.; Listen +36, Spot +36

Aura extinguish flames (20 ft.)

Languages Celestial, Ignan, *tongues*

AC 40, touch 29, flat-footed 26; Dodge, Mobility
(–1 size, +14 Dex, +11 natural, +6 insight)

hp 388 (37 HD), fast healing 5; **DR** 15/—

Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

SR 30

Fort +22, **Ref** +34, **Will** +22

Weakness vulnerability to cold

Speed 60 ft. (12 squares)

Melee Flaming sword +36/+31/+26/+21 melee touch (3d10 fire/17–20 plus 3d10 fire)

Melee 2 slams +36 (3d6+10 plus 3d6 fire)

Space 10 ft.; **Reach** 10 ft.

Base Atk +27; **Grp** +41

Atk Options Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Power Attack, Spring Attack, Whirlwind Attack, burn

Special Actions flaming sword, *summon fire creatures*

Spell-Like Abilities (CL 20th, melee touch +36, range touch +40)
At will—*burning hands* (DC 17), *heat metal* (DC 18), *pyrotechnics* (DC 18), *scorching ray* (3 rays, +40 ranged touch, double damage)
3/day—*fireball* (12d6 damage, DC 19), quickened *scorching ray* (3 rays, +40 ranged touch, double damage), *wall of fire* (double area and damage, DC 20)
1/day—*flame strike* (DC 21)

Abilities Str 31, Dex 39, Con 23, Int 22, Wis 22, Cha 23

SQ archomental traits, elemental traits, melt weapons

Feats Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Epic Fortitude[E], Epic Will[E], Improved Critical (flaming sword/longsword), Improved Initiative[B], Mobility, Power Attack, Purify Summoning[B]*, Quicken Spell-Like Ability (*scorching ray*), Spring Attack, Whirlwind Attack
*New feat. See sidebar.

Skills Balance +21, Concentration +38, Diplomacy +48, Heal +26, Jump +33, Knowledge (arcana) +46, Knowledge (the planes) +46, Listen +36, Sense Motive +46, Spot +36, Survival +6 (+8 on other planes), Tumble +56

Burn (Ex) Zaaman Rul's slam attack deals bludgeoning damage plus fire damage, because of his flaming body. Anyone hit by Zaaman Rul's slam attack must succeed on a DC 34 Reflex save or catch on fire. The flame burns for 1d4 rounds, dealing an additional 3d6 points of fire damage each round. Unless it is still in contact with Zaaman Rul, a burning creature can take a move action to put out the flames. The save DC is Constitution-based.

Creatures hitting Zaaman Rul with natural weapons or unarmed attacks take 3d6 points of fire damage and also catch on fire unless they succeed on a DC 34 Reflex save.

Extinguish Flames (Ex) Zaaman Rul can extinguish torches, campfires, exposed lanterns, and other open flames of nonmagical origin if they are of Large size or smaller and within 20 feet. He can dispel magical fire he touches, as if using *greater dispel magic* (caster level 20th).

Flaming Sword (Su) As a free action, Zaaman Rul can conjure or dismiss a 3-foot-long, blazing beam of red-hot fire in his hand. He wields this bladelike beam as if it were a longsword. Attacks with the flaming sword are melee touch attacks. The sword deals 3d10 points of fire damage and deals an additional 3d10 points of fire damage on a successful critical hit. Since the sword is immaterial, Zaaman Rul's Strength modifier does not apply to the damage. The flaming sword can ignite combustible materials such as parchment, straw, dry sticks, and cloth. If separated from Zaaman Rul, the weapon vanishes.

Melt Weapons (Ex) Any metal weapon that strikes a Zaaman Rul must succeed on a DC 34 Fortitude save or melt away into slag. The save DC is Constitution-based.

***Summon Fire Creatures* (Sp)** Once per day Zaaman Rul can automatically summon 1d3 elder fire elementals*,

3d10 azer, 2d6 fire mephits, or 1d4+1 rasts. This ability is the equivalent of a 9th-level spell.

*If you are using *Complete Arcane*, Zaaman Rul can summon one fire monolith instead.

Zaaman Rul, the Prince of Good Fire Creatures, might be the bastard son of his archrival, Imix. Regardless of the claim's veracity, this young archomental obsessively seeks his apparent sire's destruction. Recently, Zaaman Rul suffered a disastrous defeat against Imix, and was forced into hiding. He enlisted a clan of azers to build a great fortress on the Elemental Plane of Fire known as the Hidden Heart to plan a new strategy. This mighty basalt and fyrite (DRAGON #347) fortress resembles many structures of the City of Brass, which the azers also constructed. The citadel rests behind a moat of sanctified flame, which burns evil creatures otherwise immune to fire. Its powerful wards keep the stronghold safe from divination magic, and the many turns, zigzags, and switchbacks deter intruders.

Zaaman Rul always courageously opposes evil, despite his failures against Imix, and is honorable if not a bit naïve with inexperience. Although thoughtful and diplomatic, Zaaman Rul has little patience for others who lack tact, honesty, and etiquette. As much a being of action as of communication, Zaaman Rul shows enthusiasm in everything he does.

Zaaman Rul's symbol is a longsword made of flame or an orange Z.

Zaaman Rul stands 10 feet tall and weighs 400 pounds.

STRATEGIES AND TACTICS

Although a powerful and determined combatant, Zaaman Rul has learned caution as well. He carefully assesses a situation before wading into melee, using his spell-like abilities to create favorable conditions for his allies. He does not hesitate to call in reinforcements at the first sign of trouble. Although capable of delivering great blows with his fiery fists, he prefers to use his ever-present flaming sword.

ZAAMAN RUL'S GOALS

Zaaman Rul spends his time single-mindedly plotting the ruin of Imix. He spent many years gathering an army of azers, mephits, fire elementals, rebel efreet, and any elementals that would join him. Eventually, Zaaman Rul brought his army to the Plain of Burnt Dreams to challenge Imix. The two sides fought an epic battle, but the older and more powerful Imix ultimately won, destroying most of Zaaman Rul's army. With the weaker archomental defeated, Imix turned his attention back to his eternal hatred of Olhydra.

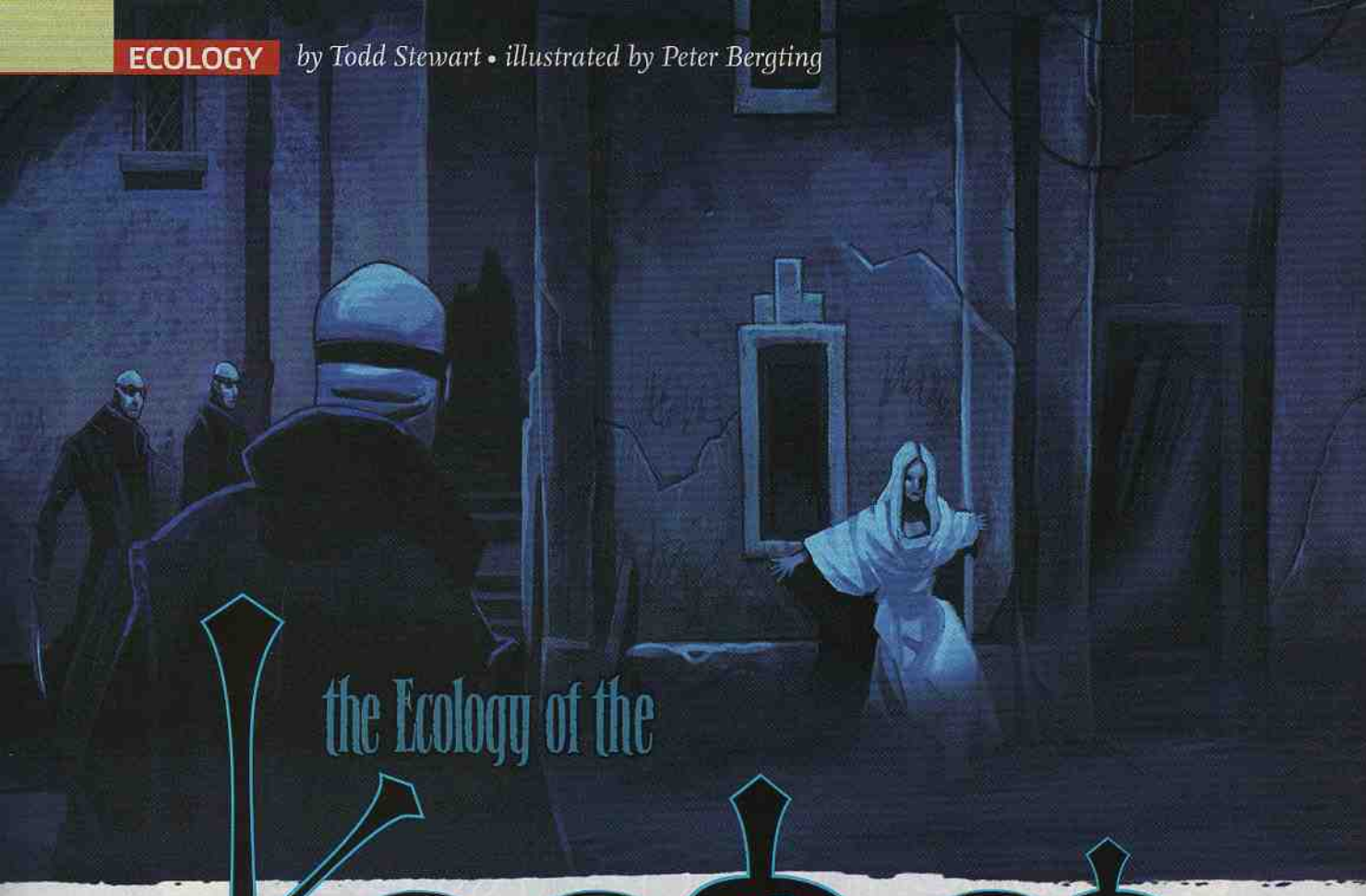
Left for dead on the scorched battlefield, Zaaman Rul contemplated surrendering the Plane of Fire to Imix for all eternity. As he lay dying, a phoenix (*Monster Manual II*, 168) appeared before him. The majestic creature restored his body and mind, giving him inspiration and newfound hope. Zaaman Rul remains in contact with this phoenix, and can call upon its aid when he next confronts Imix. This aid includes a sizable army of phoelarchs and phoeras (*Monster Manual III*, 121).

Zaaman Rul learned from his costly defeat and spends his time watching and learning, rebuilding his army and planning for a new opportunity to take down Imix permanently. Not content to rely on the limited elemental creatures of Good, Zaaman Rul formed an alliance with a powerful brass dragon named Ronothere. The ancient dragon's ties to the Court of Stars have brought several squads of monadic devas (*Fiend Folio*, 56) and a host of asuras and firre eladrins (*Book of Exalted Deeds*, 164, 169) into Zaaman Rul's service. Zaaman Rul has also been aiding other powerful beings, and now counts the archon lord Raziel and the azer king Amaimon as allies.

Of all the good archomentals, Zaaman Rul faces the fiercest competition. He suffers Imix's almost total domination of his plane, and he must contend with the powerful efreet of the City of Brass. Minions of Mephistopheles, the lord of Canion and master of hellfire, and the flame-quenching forces of Gazra the Shifting Emperor, an elemental lord from the ashen regions that border on the Negative Energy Plane, also make forays into his homeland.

Given the difficulty of finding non-evil allies on the Plane of Fire, Zaaman Rul accepts anyone willing to help. His forces grow with every fire genasi (*Monsters of Faerûn*, 71), sun giant (*Monster Manual II*, 110), and fire weird (*Monster Manual II*, 91) that enlists. Although they dwell on the Material Plane, the sollux military order called the Sun Brothers has pledged its loyalty to Zaaman Rul in opposition to Imix and his efreet. In opposing an oppressive tyrant like Imix, Zaaman Rul's dual role as crusading rebel prince and freedom fighter inspires others throughout the planes in their own causes.

by Todd Stewart • illustrated by Peter Bergting



the Ecology of the Keeper

They appear without warning, demanding answers and enforcing silence. Their expressions grim, their mannerisms inhuman, their very presence unsettling and unnatural—the few who dare speak of these men in black know them only by their unnerving moniker: the keepers. A faceless collective of questionable intentions and dreaded methods, they seek information and secrets while offering none in return. Their very nature is ever shrouded in mystery—be they the lingering demons of an overzealous creator, servants of a dead god, or beings from another reality altogether? As with every detail of their existence, the truth is yet another of the secrets they keep.

History of the Keeper

Keepers fixate on secrets and secrecy, especially in regards to their own origins, holding their race's past among the darkest of the lore they hide. While scholars disseminate stories and legends about them, the veracity of such myths proves difficult to judge—just the way the keepers like it, of course.

Of the stories told about the keepers, perhaps the most compelling tale puts their creation roughly thirteen hundred years ago at the hands of a singularly talented wizard, alternately placing him in the Fortress of Enlightened Discipline on the plane of Mechanus or within Sigil, the City of Doors. Hungrier for secrets than power, this fanatical scholar obsessed over scattered bits of obscure and hidden lore. Through his work he hoped to gather a palette of secrets, step back, and gain some profound insight into the very nature of reality.

Covetous of knowledge as he was, he was only one man, and he lacked any sort of followers or apprentices upon whom he could rely to further his pursuits. Of course, had he either, his secretive nature would have precluded granting them any trust. So he solved his problems in a most elaborate way: he created the keepers, a wholly unique and specially suited race of like-minded servants.

From there, the tale grows muddied, as some tellings claim the keepers were found, rather than made. These versions claim the wizard called them into the world from

"He that has eyes to see and ears to hear may convince himself that no mortal can keep a secret." —Sigmund Freud

somewhere else, some alternate reality of bizarre and alien law that he either discovered or created from nothing. Whatever the specifics, if he found the keepers already extant, or created them from a malleable void of potential, the legends agree that when he called out the keepers responded.

Ultimately, though, after the wizard had gathered hundreds, maybe even thousands of blank-faced keepers, his obsession turned to paranoia and began to gnaw at him. Concerned that his enemies, real or perceived, might come to understand the secret process by which he had found the keepers and bound them to his will, he instructed them to destroy or silence any source of that knowledge.

Of course, given their nature, they dispassionately complied by immediately killing him.

PHYSIOLOGY OF THE KEEPER

The first thing most people notice about a keeper's physical appearance is a contrast of pale flesh and dark clothing. Looking closer, though, one begins to notice the incongruities—the things that stand out as disturbing, and hint at something terribly amiss.

The typical keeper dresses to cover as much of its body as possible, usually only showing its face and hands, obscuring the rest beneath heavy cloaks or greatcoats, boots, and opaque goggles or dark spectacles. And all for good reason. Devoid of its heavy clothing, a keeper seems like less a living being than a half-completed artist's model given life by some fickle demiurge. The gray, glossy flesh of a keeper is smooth, hairless, and lacks any sense of musculature beneath the surface. When a keeper moves, it displays

KNOWLEDGE OF THE KEEPER

The following table shows the results of a Knowledge (the planes) check as it relates to keepers. Loremasters, planar scholars, and those who study obscure magical lore might possess this information. Keepers appear on page 111 of the *Fiend Folio*.

Knowledge (the planes)

DC	Result
17	Keepers are humanoid creatures about which little is known. They are supposedly obsessed with finding and suppressing obscure knowledge.
22	Keepers lack normal humanoid anatomy. They have no eyes yet seem to see perfectly and can alter their limbs to form weapons. Keepers sometimes perform rude, repulsive, or comical acts in an attempt to blend in with society.
27	The bizarre physiology of keepers' bodies provides them with immunities typical of unliving creatures. When killed, keepers completely dissolve into puddles of poisonous, foul-smelling toxins. They are known for murdering those who possess secrets they either desire or seek to erase.
32	Keepers share a telepathic hive mind that places them in constant communication. They are capable of bending space in order to instantly physically switch positions with other nearby keepers.

none of the hallmarks of typical humanoid motion. The joints seem far too flexible, sometimes flexing in wholly wrong directions, and its limbs show a disturbingly amorphous, liquid ripple, as though the creature's body was nothing but a thin, rubbery membrane barely containing a volume of homogenous protoplasm.

Their odd, rubbery flesh can congeal and shift form into myriad simple shapes. If pressed into combat, rather than drawing a weapon a keeper forms one from its own flesh. When it does so, its hand seems to melt away, hardening, and reforming into knots of dense, heavy bone for a club, or elongating to fashion a blade.

Most disturbingly, though, keepers lack eyes. Hidden beneath their ubiquitous dark eyewear is naught but the smooth, gray sheen of their skin stretched over shallow, empty depressions. Despite this defect, though, their vision seems unimpeded, suggesting that they utilize either some form of quasi-telepathic mindsight or navigate by a combination of vibration, smell, and an enhanced sense of touch.

While all of these traits hint toward some complex, alien internal structure, the specifics of keeper anatomy prove impossible to determine through normal dissection. When a keeper dies, becomes magically imprisoned, or succumbs to any other situation that would leave it vulnerable to revealing its secrets, it undergoes a process of dissolution, melting into a poisonous biological slurry. Some have been known to vomit gouts of the disgusting stuff, using it to debilitate prey. Those covered in the reeking, alien humor are typically disgusted, while some exposed to heavy doses are mortally poisoned.

With alien thoughts swimming within the anomalous hollows where their brains should reside, keepers instead possess some powerful telepathic cells. Allowing them to communicate telepathically over a range of approximately a tenth of a mile, the shared thoughts provide individuals with details of the activities, needs, and experiences of their nearby brethren. This intimate mental connection seems to be fundamentally tied to another unusual trait, the ability of mentally linked keepers to simultaneously teleport, spontaneously swapping places with one another. With each keeper serving as a destination for the teleportation, wounded or hindered keepers can retreat, filling their position with a healthy reinforcement or sacrificing a mortally wounded peer. Often, groups of keepers assault foes one at a time, exchanging places as their resources are expended, their victim possibly not even aware that his opponent has been replaced.

In addition, keepers seem to lack gender, or any differentiation based on age or maturity, so the question of keeper procreation has lingered in the minds of scholars for centuries. Keepers might be unable to form more of their kind, but other theories suggest that once a group of keepers arrives at some critical mass of knowledge, the group gathers to pool what it learned and, through some alien processes, summons another of its kind into being. Many scholars discount this theory, lending popularity to the idea that keepers are a dying—or at the very least, stranded—race, and one of the secrets they hope to collect in their endless searching is for a way to reproduce.

PSYCHOLOGY AND SOCIETY OF THE KEEPER

Keepers organize within hundreds, possibly thousands of distinct, intensely compartmentalized groups. Assuming truth in the tales of their original creation, each group of keepers was collectively spawned or summoned and subsequently tasked to a specific goal, seeded with instructions still being processed after centuries. While none can know how many keepers exist, they are most commonly encountered in groups of three to thirteen members, although larger groups (or "conspiracies") with twenty-three or more members are known to exist. In every case, the number of keepers in a group consists of an odd number of individuals and seems to directly relate to the importance or obscurity of the knowledge they seek.

Each small, cloistered sect of keepers has no males or females, no old or young, and no apparent hierarchy. In these groups, each keeper functions as a limb or extension of the group, each being an interchangeable fraction of a shared hive mind. Because of this, keepers have extreme difficulty functioning outside of their groups. The concept of a solitary existence seems to terrify them, and if a group of keepers befalls some harm, leaving only one left alive, the survivor almost inevitably dissolves, unwilling or unable to exist in the absence of its fellows.

Linked by their own group mind, keepers fail to truly understand normal society and socialization. They go about the motions of normality and fitting in—as they perceive such—acting as if they belong, but their horribly superficial efforts betray a frightening, puppetlike lack of empathy or cultural knowledge. A group of nine keepers might purchase food in a marketplace and later eat raw, uncleaned fish while drinking flasks of lamp oil in the common room of a tavern, silent and

unaware of the incongruity they present to their surroundings.

The keeper mental organization seems to preclude individuality in the sense that most mortals possess. Keepers distinguish one another by some set order, seemingly unrelated to age or accomplishments. As such, while they do not have names, per se, they are called "First" or "Second," or another numerical designation. Within a group, there is no need for any further suffix to this, but when groups of keepers gather, or refer to keepers of groups other than their own, they use very specific titles for those other groups that invariably refer to the type of secrets they were originally tasked to discover. For example, a keeper known as "Twenty-Three" to those of its group might be "Twenty-Three of the Darkened Sun" to others. A few noted names of keeper groups include: the Apotheosis, the Draeden, the Final Gate, the Iron Flask, the Maze, the Mists, the Gray Path, the Seven Parts, the Ur-Fiend, and the Unliving God.

The only time keepers are found away from their typical pursuit of others' knowledge is in the depths of the Ethereal Plane. Although normally isolated from one another, multiple groups of keepers irregularly congregate and converse in the most remote portions of the Ethereal Plane, gathering around features known as ether gaps. These gaps resemble holes in the fabric of the plane itself, wounds in the essence of the ether, places where the raw probability winnows down to nothing and vanishes to some unknowable elsewhere. Groups of keepers float silently around the margins of these ether gaps, just outside of the reach of the tidal forces. They linger there for days or weeks on end, unmoving, deep in meditation and mental conversation, filling the ether with a material hum from their telepathic banter, speaking with one another, and possibly with something from beyond the ether gap speaking back to them. The purpose of these strange gatherings, the schedule on which they occur, and their connection to the ether gaps are simply more secrets these strange collectors keep.

ENCOUNTERING THE KEEPERS

Few ever go looking for keepers, as these men in black never share the secrets they protect. Rather, keepers typically seek out individuals for their own predictable, but nonetheless enigmatic, reasons.

- **Knowledge:** A person who discovers some mystery of the Multiverse—the existence of a parallel dimension, the key to a banished race's prison, a weakness of all deities—might be visited by the keepers. Somehow innately knowing of the discovery, a lone keeper typically approaches to verify that its target actually knows the secret. Once this suspicion is confirmed, a group of keepers hunts its prey and silences him for good.
- **Association:** Sometimes one doesn't even need to know a secret to attract the attention of the keepers. Someone closely associated with an individual who makes some forbidden discovery might, for seemingly no reason, be shadowed by keepers who seek to determine exactly what he knows—or to permanently silence him just in case.
- **Guidance:** For all their mystery and seemingly preternatural knowledge, sometimes keepers simply lose track of their prey. In such cases, an individual or whole group of keepers might approach those associated with their person of interest and conduct roundabout interrogations or blunt intimidations. Keepers sometimes stalk wholly unwitting individuals for weeks in the hopes of gaining a lead to their true prey.

Of course, those few who do dare seek out the keepers run the risk of discovering some secret truth about these enigmatic strangers, and so risk becoming their next target.

ADVANCED KEEPER

As keepers age, gaining further exposure to various mortal and immortal cultures and societies, their normally rigid minds become more adaptable to new situations, allowing them to advance by character class. Most often, as to best aide their subterfuge, they take levels of rogue, although rare keepers take levels in sorcerer, typically learning spells that benefit and support their group as a whole.

Third of the Colorless Pool has hunted for various secrets revolving around a legendary and unique color pool on the Astral Plane for more than six hundred years. As the oldest surviving member of his cloister, he has increasingly concentrated upon the practice of interrogation through intimidation and the often-bloody erasure of secrets once they've been gained.

THIRD OF THE COLORLESS POOL **CR 12**

Keeper rogue 5, assassin 3
NE Medium outsider (extraplanar)
Fiend Folio 111

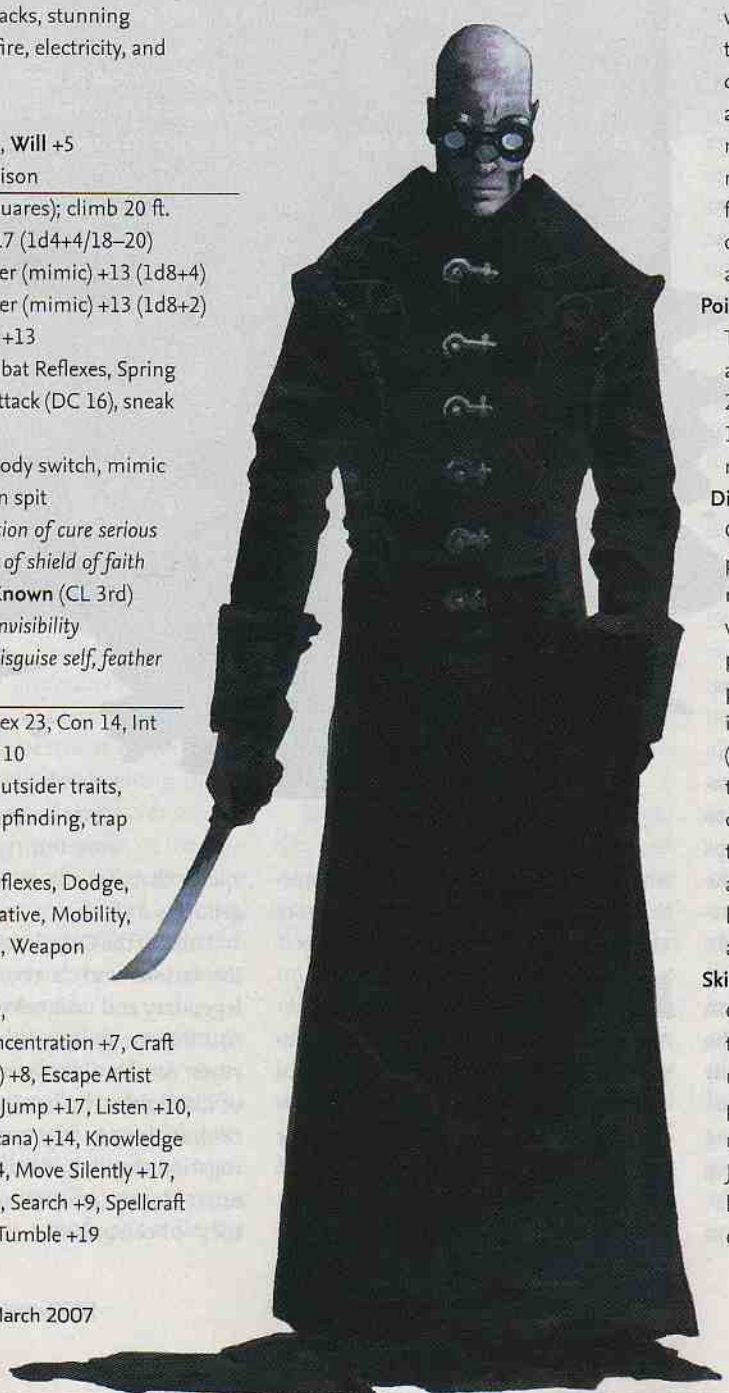
Init +10; **Senses** blindsight 200 ft., hive mind 500 ft., scent; Listen +10, Spot +15
Languages Celestial, Common, Infernal

AC 25, touch 16, flat-footed 19; Dodge, Mobility evasion, uncanny dodge
hp 70 hp (12 HD); **DR** 10/+1
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, mind-affecting effects, paralysis, poison, nonlethal damage *sleep*, sneak attacks, stunning
Resist acid, cold, fire, electricity, and sonic 10
SR 13
Fort +8*, **Ref** +17, **Will** +5
*+1 against poison

Speed 40 ft. (8 squares); climb 20 ft.
Melee +2 *kukri* +17 (1d4+4/18–20)
Melee warhammer (mimic) +13 (1d8+4) and warhammer (mimic) +13 (1d8+2)
Base Atk +9; Grp +13
Atk Options Combat Reflexes, Spring Attack, death attack (DC 16), sneak attack +5d6
Special Actions body switch, mimic weapon, poison spit
Combat Gear *potion of cure serious wounds, potion of shield of faith*
Assassin Spells Known (CL 3rd)
2nd (1/day)—*invisibility*
1st (3/day)— *disguise self, feather fall, true strike*

Abilities Str 18, Dex 23, Con 14, Int 17, Wis 8, Cha 10
SQ dissolution, outsider traits, poison use, trapfinding, trap sense +1
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack[B], Weapon Finesse
Skills Balance +19, Climb +23, Concentration +7, Craft (poisonmaking) +8, Escape Artist +17, Hide +17, Jump +17, Listen +10, Knowledge (arcana) +14, Knowledge (the planes) +14, Move Silently +17, Open Lock +17, Search +9, Spellcraft +10, Spot +15, Tumble +19
Possessions +3 *leather armor, +2 kukri, eyes of the eagle*

Blindsight (Ex) Keepers possess a special, non-visual way of sensing their surroundings. The spell *silence* negates this ability and effectively blinds a keeper.
Hive Mind (Ex) All keepers within 500 feet of each other are in constant communication. If one is aware of a particular danger, they all are. In one in the group is not flat-footed, none of them are. No keeper within range is considered flanked unless they all are.
Body Switch (Su) As a standard action, Third of the Colorless Pool can change places with any other keeper within 500 feet as per the spell *teleport without error*. The other keeper is instantaneously moved to the space Third of the Colorless Pool occupied before using this ability.
Mimic Weapon (Ex) Third of the Colorless Pool can form its arms into any melee weapon (even an exotic weapon) it has witnessed in use and then wield the weapon with proficiency. It can form either arm into any Medium melee weapon, or fuse both arms into a Large or double-weapon. A keeper cannot form weapons larger than it could normally wield. A mimicked weapon has all the properties of a standard weapon of that type. A keeper's attacks with a mimicked weapon are treated as natural weapons; thus a keeper does not incur the normal penalties for fighting with two weapons, cannot be disarmed, and does not gain iterative attacks with its mimicked weapons.
Poison Spit (Ex) Once every 1d4 rounds, Third of the Colorless Pool can spit a nauseating contact poison in a 20-foot cone. Contact, Fortitude DC 14, initial damage nauseated for 2d6 rounds; secondary damage 2d6 Con.
Dissolution (Ex) When Third of the Colorless Pool dies or is captured, pinned, or held helpless for 10 rounds, it dissolves into a 5-foot-wide puddle of the same contact poison it spits. The puddle and any poison taken from its evaporates in 4 rounds—a DC 20 Craft (poisonmaking) check made during that time preserves one dose. Any creature that touches the puddle or the dissolving keeper (such as with a natural attack that dealt the death blow) must make a Fortitude save to avoid the poison's effects.
Skills Keepers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Their malleable physiology also grants keepers a +8 racial bonus on Escape Artist and Jump checks. *Keepers are not limited by their heights when determining the distance they can jump.



Advancing the Wyvern

by Jason Bulmahn • illustrated by Ben Wootten

Countless souls have already been pulled under by the savage tide and countless more are in its path. In order to help avoid this terrible fate, this article series presents you, the player, with the tips, tricks, and tools you need to keep your head above water. While the pages of DUNGEON magazine present DMs with every vile plot and cunning monster needed to run the Savage Tide Adventure Path, DRAGON offers details and options to help you fight back. This month's installment gives you a variety of options to upgrade the *Sea Wyvern*, as well as crew to guide her.

ADVENTURE TIE

This installment of Savage Tidings links to the fourth episode of the Adventure Path, "The Lightless Depths," presented in DUNGEON #144.

Upgrading the Sea Wyvern

Although the *Sea Wyvern* is a fine vessel, she has suffered serious damage as of late. While much has probably already been done to make her seaworthy again, now is the perfect time to add additional enhancements, both mundane and magical. The following choices include not only the information needed to purchase these upgrades, but also rules for the PCs to create and install the components themselves. As a general rule,

the *Sea Wyvern* can have only one mundane and one magical upgrade applied to each of its components, although there are exceptions. For additional upgrades see *Stormwrack* and the *Arms and Equipment Guide* (although some of the most common upgrades are repeated here).

Note that some of these upgrades add significant weight to the ship and should be counted against the vessel's cargo weight when determining any reductions in speed. The *Sea Wyvern* can carry 120 tons of cargo and is reduced to half speed if carrying 60 tons or more.

Most of these upgrades assume that the work crews are made up of locals and new residents to the colony. Since the number of workers in a crew varies depending upon the job, the time listed to install these items does not directly correlate to the standard Craft formulas. If the PCs insist on making these upgrades themselves, they can hire additional laborers for 3 sp per day. Each laborer has a +10 bonus to the relative skill needed for the work. Master craftsmen (of which there are four with Craft [shipmaking] in Farshore) can be hired for 5 sp per day and each has a +15 bonus to the relative skill.

Mundane Upgrades

The following upgrades represent special materials and improved craftsmanship. To install most of these upgrades, the *Sea Wyvern* must be dry-docked, which costs 200 gp in labor and materials.

Armor Plating: You can increase the hit points and hardness of the *Sea Wyvern* by adding armor to any hull section. All statistics below are per inch of thickness. You can layer the same material to get thicker armor or combine different materials if you like. Each layer takes damage separately. Damage left over after an outer layer is destroyed is dealt to the next layer inward; hardness is applied a second time if the new layer is a different material. A hull section is only considered damaged when the innermost layer is reduced to 50% of its hit points or less. When a section is holed, the adjacent sections are reduced to 50% of their normal hit points, including any layers of armor.

Installation Time: 1 day per 500 gp of cost. *Installation Cost:* see table. *Skills:* Craft (shipmaking) DC 25. Note that 90% of the cost is for raw materials and only 10% is labor. All Craft checks are applied to the labor cost only when determining completion. *Weight:* see table.

ARMOR PLATING COSTS

Material	HP	Hardness	Cost Per Section	Weight Per Section
Adamantine	40	20	5,000 gp	5,000 lb.
Darkwood	10	5	3,000 gp	500 lb.
Iron	30	10	1,000 gp	5,000 lb.
Mithral	30	15	3,500 gp	3,000 lb.
Wood	10	5	200 gp	1,000 lb.

Compartmentalizing: This upgrade enhances the interior walls and doors of the *Sea Wyvern*, making it harder to sink in case of a hull breach. With compartmentalization in place, the ship does not need to make a sinking check (see *Stormwrack* page 32 for details) until it has been holed twice, and all sinking checks are made at a +4 bonus. This upgrade is made to the ship's interior and does not require the *Sea Wyvern* to be put in dry-dock.

Installation Time: 1 week. *Installation Cost:* 2,000 gp. *Skills:* Craft (shipmaking) DC 20. *Weight:* 2,000 lb.

Hull Fortification: This upgrade consists of reinforcements to the inner hull making it more resistant to damage. Hull sections with this upgrade are not considered damaged until they are reduced to 25% of their hit points or less. When destroyed, adjacent hull sections (and their armor plating) are reduced to only 75% of their normal hit points the following round.

Installation Time: 3 days per hull section. *Installation Cost:* 200 gp per hull section. *Skills:* Craft (shipmaking) DC 25. *Weight:* 200 lb per hull section.

Masterwork Controls: This upgrade finely tunes the wheel to the rudder and adds additional ropes and pulleys to enhance the captain's control of the ship. Masterwork controls provide a +2 circumstance bonus on Profession (sailor) checks made by the pilot.

Installation Time: 1 month. *Installation Cost:* 4,800 gp. *Skills:* Craft (shipmaking) DC 30. *Weight:* 1,000 lb.

Olman Light Wood: If the PCs have made friendly relations with the Burowao tribe of the Olman, the natives tell them of Samatir, a wood of ordinary strength but weighing only have as much. If all of the *Sea Wyvern's* hull sections are replaced by this wood, it makes the vessel ride higher in the water and increases its speed. A vessel using Samatir increases its speed by 10 feet and reduces its draft by 5 feet (minimum 5 feet).

Installation Time: 3 months. *Installation Cost:* 10,000 gp. *Skills:* Craft (shipmaking) DC 25. *Weight:* none.

Rigging Fortification: This upgrade adds redundancy and resiliency to a section of rigging. Add 50% to one rigging section's hit points.

Installation Time: 1 week. *Installation Cost:* 500 gp. *Skills:* Craft (shipmaking) DC 20. *Weight:* 200 lb.

Weapons: Numerous weapons are available to be added to the *Sea Wyvern*.

As with any weapons, they can be made masterwork and later enchanted. The *Sea Wyvern* has the space for 2 light and 1 heavy weapon on board (this is a correction of the information presented in "Sea Wyvern's Wake"). See *Stormwrack*, page 103 for a list of available weapons, their cost, and size.

Installation Time: 1 day plus the time needed to create the weapon. *Installation Cost:* 200 gp. *Skills:* Craft (shipmaking) DC 10. *Weight:* 500 lb for a light weapon, 1,000 lb for a heavy weapon (this might vary depending upon the weapon).

Magical Upgrades

The following upgrades are magical in nature and require either the PCs to craft the item or for the necessary enchantments to be made and shipped to Farshore. If time permits, these enchantments could easily be made in Sasserine as well. The *Arms and Equipment Guide* has numerous other magical upgrades for you to consider.

Buoyant Boat: These enchantments are made to the hull of the ship and once in place, the *Sea Wyvern* is never slowed due to the amount of cargo it is carrying. This enchantment does not, however, allow the *Sea Wyvern* to exceed its maximum load.

Installation Time: 12 days. *Installation Cost:* 12,000 gp. *Craft:* Craft Wondrous Item, *levitate*, CL 9th, 6,000 gp, 480 XP. *Weight:* —.

Dolphin Helm: This magical captain's wheel has spokes carved in the likeness of leaping dolphins. Once installed, it grants a competence bonus on all Profession (sailor) checks made by the pilot of the boat. The bonus varies depending upon the strength of the wheel. This bonus stacks with those granted by masterwork controls.

Installation Time: 5 days (+5), 20 days (+10), 45 days (+15). *Installation Cost:* 5,000 gp (+5), 20,000 gp (+10), 45,000 gp (+15). *Craft:* Craft Wondrous Item, *control water*, CL 5th, 2,500 gp (+5), 10,000 gp (+10), 22,500 gp (+15), 200 XP (+5), 800 XP (+10), 1,800 XP (+15). *Weight:* 20 lb.

Featherwood: This upgrade changes the properties of wooden boats, allowing them to move as gracefully as a swan. Once all of the hull's wood has been enchanted, the

ship is capable of turning in half the listed distance. Thus, the *Sea Wyvern* can turn 45 degrees after moving only 30 feet. This enhancement also doubles the amount of turn that can be made while stationary.

Installation Time: 8 days. *Installation Cost:* 8,000 gp. *Craft:* Craft Wondrous Item, *feather fall*, CL 5th, 4,000 gp, 320 XP. *Weight:* —.

Fireball Catapult: Few weapons are more feared on the open sea than the *fireball catapult*. This +2 *catapult* fires ordinary stones, but three times per day it can fire a special stone that explodes into an 8d6 *fireball* upon impact. A DC 14 Reflex save halves this damage. The fire damage is in addition to the normal damage caused by the stone.

Installation Time: 37 days. *Installation Cost:* 37,650 gp. *Craft:* Craft Arms and Armor, *fireball*, CL 8th, 19,250 gp, 1,472 XP. *Weight:* 1,000 lb.

Hull Field: Nothing is more damaging to a vessel than a hole in one of its hull sections. This magic stone, attached to keel of the boat, provides a limited amount of protection against such a calamity. In the event of a destroyed hull section, the *hull field* generates a *wall of force* over that section, preventing damage to neighboring sections. This seals the hole so water does not enter the ship. While the *wall of force* is in place, that section of hull is treated as undamaged. Should an adjacent section be destroyed, the *wall of force* is unaffected. The wall remains in place for 1d4 days at which time the section is considered destroyed unless repaired, causing all the usual effects (note that repairing a single destroyed hull section on the *Sea Wyvern* while at sea requires two DC 20 Craft [shipmaking] checks and two days time). Each *hull field* stone can only be used once and a ship can have no more than one installed for each size category above Large.

Installation Time: 5 days. *Installation Cost:* 4,500 gp. *Craft:* Craft Wondrous Item, *wall of force*, CL 9th, 2,250 gp, 180 XP. *Weight:* 10 lb.

Ironclad: This rune-covered iron statue allows a ship to be cloaked in a protective field that makes it take on the appearance of iron. Installed at the ship's helm, this field takes only a standard action to activate and lasts for 10 rounds. When active, the field grants the ship a +8 armor bonus. This bonus extends to all of its hull and rigging sections, as well as any other objects installed on the boat. Loose objects, including crew, are not protected. The field can be used once per day. The statue is usually carved in the likeness of a boat and is only 10 inches tall.

Installation Time: 13 days. *Installation Cost:* 12,800 gp. *Craft:* Craft Arms and Armor, *mage armor*, CL 8th, 6,400 gp, 512 XP. *Weight:* 20 lb.

Rod of Repair: This wooden rod is carefully carved with scenes of a ship at sea and tipped with a brass barnacle. Considered a great boon by any captain, a *rod of repair* can be used to repair up to 50 hit points of damage to the hull per day. When used, the rod repairs as much damage as possible to a section. Activating the rod is a standard action and it must be touched to the damaged section to have any effect. The rod can be used to repair a destroyed hull section, but only if capable of bringing the section to above half hit points in a single use.

Installation Time: 22 days. *Installation Cost:* 22,000 gp. *Craft:* Craft Arms and Armor, *mending*, CL 7th, 11,000 gp, 880 XP. *Weight:* 5 lb.

Storm Ballista: This light weapon is common among those who wish to attack ships without destroying them. The *storm ballista* is a +1 *ballista* capable of firing normal bolts, but three times per day it can fire a *lightning bolt* instead. This bolt deals 5d6 points of electrical damage along a 120-foot line. Those in its path receive a DC 14 Reflex save for half damage. When used in this way, the ballista does not fire a traditional bolt.

Installation Time: 20 days. *Installation Cost:* 20,800 gp. *Craft:* Craft Arms and Armor, *lightning bolt*, CL 5th, 10,800 gp, 800 XP. *Weight:* 500 lb.

Crew for Hire

While the PCs make up the bulk of the crew for the Sea Wyvern, there are a number of positions available for NPCs to take up. The following characters are available for hire and come with their benefits, basic statistics, and cost.

Emira Brighton (CG female elf rogue 2): Emira is a common sight around the docks of Farshore, always looking for her next job. While many captains have hired her for a job or two, most find her incessant singing and whistling too much to hire her again. That said, few could find a better lookout and rigger in the area. While onboard, Emira spends most of her time up the masts, keeping an eye toward the horizon while working to make sure that the sails are full of wind.

Benefits: Spot +8, change speed at up to 20 feet per round, +2 bonus on

Profession (sailor) checks made to come about. *Cost:* 2 gp per day.

Graydan Stoneguide (LN male dwarf expert 3): It is said that given a map and a destination, Graydan could plot a course there from the other side of the world. This quiet dwarf loves cartography, astronomy, and navigation more than anything, and rarely has anything to say unless it pertains to these subjects. While he is more than happy to set courses, he is no captain and will not steer the boat.

Benefits: Decipher Script +9, Knowledge (geography) +11, masterwork maps of the Vohoun Ocean (grants +2 on Knowledge [geography] checks while navigating it). *Cost:* 5 sp per day.

Olart Grimtirk (CG male human barbarian 2): Although crude and sometimes even hostile, most captains greatly value Olart's skills. While he is a fierce combatant should a ship-to-ship melee break out (mwk greataxe +8, 1d12+7, raging), his real talents lie in repair. He is often tasked with the upkeep and maintenance of the ship, its weapons, and other furnishings.

Benefits: Craft (carpentry) +6, Craft (shipmaking) +9, Craft (weaponsmithing) +6. *Cost:* 8 sp per day.

Samat the Firebringer (CN male human sorcerer 4): This rather sour Olman man can be found around the docks of Farshore, waiting for employment. As a member of the Panitube tribe, Samat is concerned with garnering wealth and goods from the outside above all else. This drive has led him to sell his services to foreigners, although many of his past employers have reported small things going missing while he is onboard.

Benefits: Sorcerer Spells: 2nd (4/day)—*flaming sphere* (DC 14); 1st (7/day)—*burning hands* (DC 13), *mage armor, obscuring mist*; olv (6/day)—*detect magic, flare* (DC 12), *mage hand, mending, prestidigitation, resistance*, Concentration +8, Sleight of Hand +5. *Cost:* 10 gp per day.

Replacement PCs

Most adventurers have come to accept that their lives are on the line everyday. While many eventually retire, others are violently forced to find their rest. The following ideas can help you come up with a new character should fate deal you an unfortunate hand.

Prisoners: Few sane people can be found on or under the Isle of Dread, and many of those on their own are prisoners of some monstrous creature. These survivors might be part of a ruined expedition or a shipwreck who found themselves captured by horrifying creatures. Despite their mental trauma and odd quirks resulting from their imprisonment, such PCs have a strong motivation to settle the score and might even have knowledge valuable to the rest of the party.

Slaves: Similar to prisoners, some of the races native to the Isle of Dread keep slaves to experiment on or to perform menial tasks. These broken souls long for release, but might have given up hope. When rescued, these individuals might find it difficult to fit in with normal society, but their knowledge of their captors and the environment of their captivity is more than enough to smooth over many problems.

What Do You Know: Underneath the Isle of Dread

While little is know about the Isle of Dread, even less is known about the lands below it. Most of what is presented here represents the wild hearsay and rumors that can be heard from the colonists of Farshore and the Olman.

- Mictlantecuhtli, the Olman god of Death, lives deep beneath the central mesa. When underground, it is important to keep your voice low, lest the skeletal god take notice and haul you screaming into the underworld.
- The caverns underneath the isle are completely flooded, inhabited only by enormous blind cave fish. Farther down, immortal water demons hold sway, ruling over the spirits of anyone drowned at sea.
- The tunnels near the surface are chock-full of troglodytes, but below that they quickly become too small for a man to traverse.
- The Isle of Dread is actually an enormous floating plate of stone, held near the surface by trapped volcanic gasses from a powerful undersea vent. Go deep enough and you'll pop out the other side.
- Anyone stupid enough to delve into the caverns and tunnels is quickly roasted alive—haven't they seen the volcanoes? Where do they think lava comes from?
- Underneath the surface, the island positively crawls with bugs and vermin, some of terrifying size. If you press your ear hard to the stone, you can sometimes hear them buzzing and burrowing.
- The Isle of Dread is suspended on the back of a giant sea turtle, which in turn is standing on the back of another, slightly smaller turtle. Every so often the larger turtle sways off balance, shaking the entire island.

Volo's Guide

outsiders of the forgotten realms

Volothamp Geddarm at thy service once more, gentles. Yes, 'tis I, the famous-or infamous, as I must needs admit-Volo, wayfarer extraordinaire across fair Toril, seeker of marvels and wonders, scribe of routes and inns and taverns and more.

My tireless, public-minded writings, meant only to assist other travelers and lead to the betterment of life for all, have evoked awestruck admiration (among ladies) and harsh criticism (among unhappy innkeepers and festhall owners, and especially among the most humorless wizards-which seems, I must say, to be most of them). Some have even said I am inhuman.

Well, I finally have a proper answer for such critics (aside from the colourful language they so richly deserve). Read on, and learn of the true "inhumans" of the Realms, the outsiders, fair and foul, who all too often stalk among us, sometimes cloaked in disguise.

Be warned, and check over your shoulder as you read this, for they are EVERYWHERE.

Volo

FORGOTTEN REALMS

by Thomas M. Costa, with special introduction by Ed Greenwood • illustrated by Ramón Pérez

The FORGOTTEN REALMS's World Tree and River of Blood, the byways of the heavens and the underworld, are home to more creatures than the mortal realm itself. The following are but a few of the divine beings who populate those planes.

CELESTIAL, HARMONIOUS CHOIR OF THE WORDS

This small glowing oblong ball of light bears a faint and alien face with runes coming from its mouth. The text streams outward constantly, fading as it reaches the periphery of the celestial's light. The creature's voice is that of dozens of beings speaking in perfect unison.

HARMONIOUS CHOIR OF THE WORDS **CR 12**

Usually NG Small outsider (extraplanar, good, incorporeal)

Init +9; **Senses** darkvision 60 ft.; Listen +18, Spot +18

Languages All

AC 25, touch 25, flat-footed 20; +4 against evil foes (+5 Dex, +10 deflection)

hp 45 (10 HD); **DR** 10/evil

Immune acid, electricity, mind-affecting effects, necromantic effects, polymorph

SR 23

Fort +7, **Ref** +12, **Will** +12

Speed fly 120 ft. (perfect) (24 squares)

Ranged light ray +17 touch (2d4 Str and 2d4 Wis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** —

Special Actions bardic music, incarnate vessel, turn undead (8/day; as 10th-level cleric)

Bard Spells Known (CL 10th)

4th (1/day)—*modify memory* (DC 19), *rainbow pattern* (DC 19)

3rd (3/day)—*confusion* (DC 18), *good hope, remove curse, slow* (DC 18)

2nd (4/day)—*blindness/deafness* (DC 17), *calm emotions* (DC 17), *eagle's splendor, mirror image*

1st (5/day)—*animate rope, lesser confusion* (DC 16), *remove fear, sleep* (DC 16)

0 (3/day)—*daze* (DC 15), *ghost sound, lullaby, mage hand, mending, prestidigitation*

Spell-like Abilities (CL 10th)

At will—*analyze dweomer* (DC 21), *commune, daylight, detect thoughts* (DC 17), *discern lie* (DC 19), *enthrall* (DC 17), *flare* (DC 15), *legend lore, message, read magic, speak with dead* (DC 18), *stone tell*

3/day—*dispel evil* (DC 20), *dispel magic, glyph of warding* (DC 18), *major image* (DC 18)

1/day—*erase*, *hold person* (DC 18), *shatter* (DC 17), *shout* (DC 19), *suggestion* (DC 18), *summon monster V*, *teleport* (DC 20)

Abilities Str —, Dex 20, Con 10, Int 20, Wis 20, Cha 20

SQ bardic knowledge, dispel silence, glyph mastery, incorporeal, protective aura, words of creation

Feats Improved Counterspell, Improved Initiative, Negotiator, Weapon Focus (ray)

Skills Appraise +5 (+7 with related Craft skills), Concentration +13, Craft (any 3) +22, Diplomacy +22, Knowledge (arcana) +22, Knowledge (any 2 others) +22, Knowledge (all others) +5*, Listen +18, Perform (sing) +22, Sense Motive +20, Spellcraft +20, Spot +18

Advancement 11–30 HD (Small) or by character class; **Favored Class** bard

Bardic Music (Ex) As a 10th-level bard. The harmonious choir can use the following effects up to a total of ten times per day: countersong, *fascinate*, inspire courage, inspire competence, *suggestion*, and inspire greatness.

Incarnate Vessel (Su) Once per round, a harmonious choir can merge its body with another creature on the same plane as itself. This ability is similar to a *magic jar* spell (CL 10th; *Player's Handbook*, 250), except it does not require a receptacle. To use this ability, the choir must be manifested and it must try to move into the target's space; moving into the target's space to use the incarnate vessel ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 20 Will save. A creature that successful saves is immune to that harmonious choir's incarnate vessel ability for 24 hours, and the celestial cannot enter the target's space. If the save fails, the harmonious choir vanishes into the target's body. *Protection from good* and similar effects ward a creature from this ability. The DC is Charisma-based.

Bardic Knowledge (Ex) As a 10th-level bard (total bonus +15).

Dispel Silence (Su) The harmonious choir may dispel magical silence effects, such as a *silence* spell, at will. CL 10th.

Glyph Mastery (Ex) The harmonious choir can automatically bypass (with no effect) or dispel any magical glyph, rune, symbol, or writing, including *explosive runes*, *glyphs of warding*, and *symbols* (CL 10th). It never suffers from the negative effects of magical writings unless it chooses to.

Protective Aura (Su) All allies within 20 feet who can at least see or hear the harmonious choir (including the harmonious choir itself) gain a +4 sacred bonus to AC and a +4 resistance bonus on saving throws against an evil creature's attacks, spells, and supernatural and spell-like abilities The harmonious choir can lower or reactivate this aura as a free action. In addition, this aura produces the following continuous effects: *arcane sight*, *detect evil*, *know direction*, *light*, *speak with animals*, *speak with plants*, *tongues* (DC 18), *true seeing* (DC 20)

Words of Creation (Ex) A harmonious choir can use the Words of Creation (*Book of Exalted Deeds*, 31) without taking damage. Using the Words of Creation doubles the effects of the bardic music abilities inspire courage, inspire competence, inspire greatness, and inspire heroics. For bardic music abilities that require a Perform check (countersong, fascinate), the Words of Creation grant the choir a +4 sacred bonus on the check. The Words of Creation also increase the saving throw DC for the suggestion and dominate abilities by +2. The Words of Creation

SUMMONING NOTES

You can cast *planar ally* and *planar binding* spells to summon the outsiders presented here as normal. You may also call some of them via the use of *summon monster* spells: *summon monster V* can conjure a sliver, *summon monster VII* can conjure an umbral gloom, and *summon monster IX* can conjure a harmonious choir of the words or death devil. In addition, death devils might appear (at the DM's option) in lieu of dread wraiths if the skull card is drawn from a *deck of many things*.

REALMS OUTSIDERS IN OTHER CAMPAIGNS

The celestials and fiends in this article can be incorporated into most other campaign worlds, fitting in wherever other celestials and fiends prowl, whether it's the Great Wheel or EBERRON's planes of existence.

Harmonious choirs of the words typically inhabit the Concordant Domain of the Outlands, are always neutral, and serve no deity. They roam freely about both that plane and the libraries of Sigil as well. In EBERRON, these celestials are always neutral good and serve as the historians of Syrania, the Azure Sky.

Slivers call the Olympian Glades of Arborea home, where they serve Sehanine Moonbow, elven goddess of the moon. In EBERRON, slivers are found at the edges of the Faerie Court of Thelanis.

Black beasts of bedlam live in the Windswept Depths of Pandemonium, tormenting those in that horrible plane. They stalk the Churning Chaos of Kythri of EBERRON's outer planes.

Death devils amid the Great Wheel join their baatezu kin in the Nine Hells of Baator. In EBERRON, they continue their torment of souls on Dolurrh, the Realm of the Dead.

Umbral glooms roam the Plane of Shadow in most campaigns but call Mabar, the Endless Night, home in EBERRON.

increase the bard's effective caster level for the song of freedom by +2.

The Words of Creation can enhance any process of creation. If the Words of Creation are spoken as part of the casting of a Conjuration (creation) spell, the duration of the spell is doubled. If they are spoken while using a Craft skill, they grant the crafter a +4 sacred bonus on the Craft check.

The Words of Creation help energize good magic. If used in conjunction with a good spell that has a verbal component, the Words of Creation increase the spell's effective caster level by +1.

If the harmonious choir has discovered a creature's true name (through the use of its *legend lore* or *commune* spell-like abilities), it can exercise its power over that creature in a number of different ways, each of which requires a full-round action. It can impose a –4 penalty on the creature's saving throws to resist a specific compulsion spell or effect. It can reduce the creature's spell resistance by 4 or reduce the amount of its damage reduction by 5. This reduction lasts for 1 minute. It can cast *teleport* or *greater teleport* on the creature without including itself as a target of the spell. It can gain a +6 bonus on its opposed Charisma checks to compel service from the creature after it summons it with a *planar binding* spell.

Skills Harmonious choirs have a +4 racial bonus on all Craft, Knowledge, and Perform checks and the ability to use all Knowledge skills untrained.

A harmonious choir of the words is a living embodiment of the Words of Creation, the words used to create all things at the beginning of everything. It is, in fact, made up of many words, which, like a sentence or a paragraph come together into a single structure. Most live among the enormous libraries and public courtyards of the House of Knowledge. A harmonious choir speaks the languages of all intelligent creatures, but it prefers Celestial.

Strategies and Tactics

Harmonious choirs are creatures of language and song and prefer to avoid combat. If pushed, however, they do not shy from defending themselves or those under their protection. A harmonious choir usually begins combat by targeting spellcasters with its own spell-like abilities and spells before turning to its light ray.

A harmonious choir's natural weapons are treated as good-aligned for the purpose of overcoming damage reduction.

Harmonious choirs often take levels in the bard class. Their bard levels stack with their racial bardic knowledge, bardic music, and spellcasting abilities.

Ecology

Voluble and often friendly, harmonious choirs love nothing so much as deeply intellectual conversations. They care little if the conversations occur among peers or serve more as tutorials—the wrestling of ideas, the enjoyment of learning, and the beauty of language are their own rewards. They sing frequently, compose poetry, and constantly seek out new knowledge, no matter how trivial. Harmonious choirs gladly share their knowledge, but keeping them on topic often proves difficult. Getting a complete answer from a harmonious choir requires a successful DC 15 Bluff or Diplomacy check.

Typical Physical Characteristics: Harmonious choirs generally look like 2-foot-diameter balls of light. Up close, their smooth, not-quite-human faces become visible, as do their endless stream of gibberish in a mesh of dozens of languages. The colors of the face within the sphere of light and the runes floating from the creature's mouth vary by individual, although most

exhibit the cooler colors of blues, greens, and violets.

Alignment: Most harmonious choirs care more for the promotion of good than the relative structure (or lack thereof) in the universe, and are thus neutral good. Many serve Deneir, the god of the written word, and Milil, the god of song and poetry. A fair number of harmonious choirs are true neutral and serve Oghma or, more rarely, Gond.

Treasure: As incorporeal creatures, harmonious choirs cannot carry anything, and thus they do not typically have treasure.

CELESTIAL, SLIVER

This beautiful being has the shapely form of a human woman composed of moonlight and flame, the illumination of which shines visibly in her eyes, hair, and the tips of her fingers.

SLIVER **CR 5**

Always CG Medium outsider (chaotic, extraplanar, good)

MINIATURE MARKET
LOWEST PRICES ON THE NET
D&D Miniatures at...
25%-35% off!
Free Shipping on all orders over $75!
We carry the largest variety of D&D miniatures on the web!
Booster packs and cases from every set including:
Harbinger, Archfiends, Giants of Legend and more!
We also buy & sell single figures!
Need Cash?
Want to trade?
Visit our site & check out our complete buy/trade list today!
Free Shipping on orders over $75!
All orders ship out with in 24 hours (all inventory in stock, ready to ship)
MINIATURE MARKET
LOWEST PRICES ON THE NET
www.miniaturemarket.com

Init +4; **Senses** darkvision 60 ft., low-light vision, pure sight; Listen +9, Spot +9
Aura moonglow 10 ft.
Languages Celestial, Common

AC 17; touch 17, flat-footed 13 (+4 Dex, +3 deflection)
hp 16 (3 HD); **DR** 5/evil
Immune acid, disease, electricity, fire, light, petrification, poison
Resist cold 10, sonic 10; **SR** 15
Fort +7, **Ref** +10, **Will** +7

Speed 30 ft. (6 squares), fly 60 ft. (good)
Melee 2 starfire hands +4 touch (1d8+3 against living or 2d8+3 against undead)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options Combat Reflexes
Special Actions moon magic, smite evil, starfire hand
Cleric Spells Prepared (CL 3rd, melee touch +4, ranged touch +7)
2nd—*shield other*[D], *spiritual weapon*
1st—*command* (DC 12), *cure light wounds* (×2), *protection from law*[D]
0—*create water*, *detect magic* (×2), *guidance*
Domains Chaos, Protection
Spell-like Abilities: (CL 5th)
1/day—*prayer*
3/day—*augury*, *bless*, *burning hands* (DC 13), *detect evil*, *produce flame*
At will—*dancing lights*, *daylight*, *faerie fire*, *flare* (DC 12), *moonbeam** (DC 14), *tongues* (personal only)
**Forgotten Realms Campaign Setting* 73

Abilities Str 13, Dex 18, Con 13, Int 10, Wis 12, Cha 15
SQ moonshield
Feats Alertness, Combat Reflexes
Skills Concentration +7, Diplomacy +10, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +9, Sense Motive +7, Spellcraft +6, Spot +9, Survival +1 (+3 on the planes)
Advancement 4–9 HD (Medium)

Moonglow (Su) This constantly glowing aura grants a +3 deflection bonus to AC against attacks made by evil creatures and a +3 resistance bonus on saving throws made against evil spells and effects, in a 10-foot-radius spread. It also functions as a *magic circle against evil* effect for the sliver (caster level 5th). This aura can be dispelled, but the sliver can create it again, as a free action, at will. (The defensive benefits from the *magic circle* effect are not included in the stat block.)
Pure Sight (Ex) A sliver can see as if constantly affected by *true seeing*.
Starfire Hand (Su) Winking motes of light that resemble a cluster of twinkling stars surround a sliver's hands, with which she deals 1d8+3 points of damage to living creatures and 2d8+3 points of damage to undead. In addition, a successful strike with a starfire hand temporarily scrambles magic. On the target's next turn after a hit from a starfire hand, the creature must make a Concentration check to use any spell or spell-like ability. The DC equals 10 + damage dealt + spell level.
Moon Magic (Ex) A sliver casts spells and spell-like abilities at +3 caster level when standing in visible moonlight. This benefit does not apply during the day, underground, or during a new moon.
Smite Evil (Su) Three times per day, a sliver can make a normal melee attack that deals +3 points of damage against an evil foe.
Moonshield (Ex) The sliver's innate magic of the moonlight grants her a +3 bonus on saving throws made against all enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor.

Slivers, a group of shining female servitors said to be created from equal parts fire and moonlight, serve the goddess of the moon, Selûne. The goddess often sends these celestials to aid mortals or to show her favor or presence.

strategies and tactics

Chaotic, fickle, and easily angered, slivers wildly attack those who provoke them or evil creatures in general. They enter fights using their spells and spell-like abilities, but when need dictates they do not hesitate to strike with their starfire hands.

A sliver's natural weapons, including her starfire hands, are treated as good-aligned, chaotic-aligned, and silver weapons for the purpose of overcoming damage reduction.

ecology

Slivers roam the Gates of the Moon, especially the city Mahogany, a swampy river delta of bayous and hidden inlets. Slivers also serve as guards and guides along the Infinite Staircase at the behest of Selûne.

Some have confused slivers with the shards (the seven mighty planetars Selûne also keeps in her service), but they lack both the power and stature of those awesome beings. Slivers and lillendi—who also serve the goddess of the moon—tolerate each other but are not allies. Slivers do not find lillendi emotive or fervent enough, and lillendi find slivers erratic and impractical. Consequently, slivers avoid those areas under the jurisdiction of lillendi, and vice versa.

Although quick to anger and easily offended, slivers try to be friendly and accommodating,. Anything pertaining to Selûne, her realm, the moon, or the slivers themselves might enrage these celestials if phrased as anything but compliments. When angered, slivers might attack for a round or two or they might just leave. If treated well, however, slivers sometimes provide guidance and assistance.

Typical Physical Characteristics: Slivers always appear as beautiful human women with long, flowing blue hair and pearly-white skin. They can also grow feathered wings as whim and need dictate (they must have wings to fly).

Alignment: Despite their quick tempers silvers genuinely wish to serve Selûne and those she deems worthy of their guardianship. Thus, they are chaotic good.

Treasure: A sliver has the standard amount of treasure for a creature of her CR (about 4,300 gp), most of it composed of fine silk clothing, expensive diamond and silver jewelry, and aesthetically pleasing magic items (regardless of abilities).

FIEND, DEATH DEVIL (JERUL)

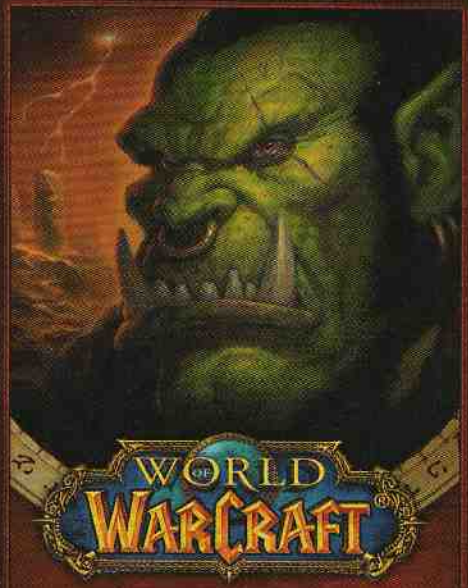
This enormous skeletal creature is clad in a billowing, black-cowled robe, with an alien head like that of an emaciated vulture. Its four sunken eyes gleam with a cold and evil yellow light. Four withered, sinuous arms ending in elongated clawed hands sprout from its torso, and four skeletal wings covered in wasted flesh extend from its back. The creature carries an enormous scythe and a wicked-looking whip.

DEATH DEVIL (JERUL) **CR 11**

Always LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Listen +16, Spot +16

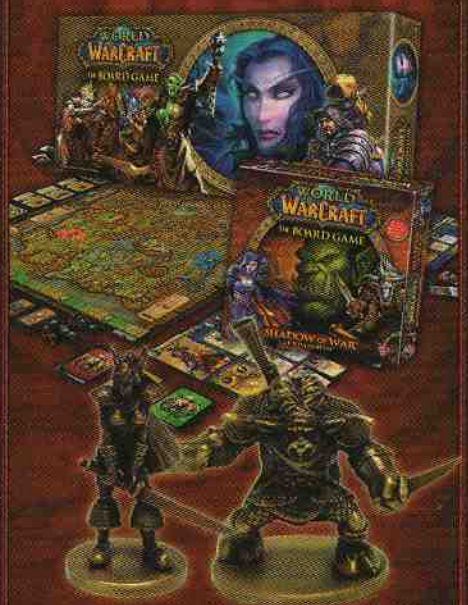
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.



THE BOARD GAME

The exciting world of Azeroth has come to your tabletop!

World of Warcraft: the Board Game pits the Horde and the Alliance head-to-head with 16 different heroes and over 100 monsters! The Shadow of War expansion brings new powers, talents, and items to your game with the addition of over 450 new cards!



Also available for a very limited time: World of Warcraft bronze miniatures! Your favorite characters from the board game - exclusively at the Fantasy Flight Games online store.

WWW.FANTASYFLIGHTGAMES.COM

LICENSED BLIZZARD ENTERTAINMENT PRODUCT

FANTASY FLIGHT GAMES

© 2006 Blizzard Entertainment, Inc. All rights reserved. Shadow of War and Warcraft, World of Warcraft and Blizzard Entertainment are trademarks and/or registered trademarks of Blizzard Entertainment, Inc., in the U.S. and/or other countries. All other trademarks referenced are the properties of their respective owners. Board game design © 2006 Fantasy Flight Publishing, Inc.

AC 25 , touch 15, flat-footed 19 (–1 size, +6 Dex, +10 natural)
hp 65 (10 HD); **DR** 10/bludgeoning and silver
Immune ability damage, ability drain, cold, death effects, disease, energy drain, fire, mind-affecting effects, paralysis, poison
Resist acid 10; **SR** 22
Fort +9, **Ref** +13, **Will** +10

Speed 40 ft. (8 squares), fly 60 ft. (average)
Melee mwk scythe +14/+9 melee (2d6+7/×4 plus exhausting) and claw +12 melee (1d6+5 plus exhausting) or
Melee +1 *stinging whip* +14/+9 melee (1d4+3 nonlethal plus exhausting) and claw +12 melee (1d6+5 plus exhausting)
Space 10 ft.; **Reach** 10 ft. (25 feet with whip)
Base Atk +10; **Grp** +19
Atk Options Combat Expertise, Combat Reflexes, ghost strike, sadism
Special Actions rebuke undead, *summon baatezu*
Spell-like Abilities (CL 10th):
At will—*animate dead, greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*
3/day—*deeper darkness, desecrate*
1/day—*enervation, unholy blight* (DC 17)

Abilities Str 20, Dex 22, Con 15, Int 14, Wis 17, Cha 17
SQ detect as undead, fortification (50%), necrotic life
Feats Combat Expertise, Combat Reflexes, Diehard, Endurance,
Skills Bluff +16, Climb +5 (+7 involving climbing ropes), Concentration +15, Diplomacy +7, Disguise +3 (+5 to act in character), Escape Artist +6 (+8 involving ropes), Heal +16, Intimidate +18, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +16, Sense Motive +16, Spot +16, Survival +3 (+5 when on other planes), Use Rope +19
Advancement 11–20 HD (Large); 21–30 HD (Huge)

See in Darkness (Su) All baatezu can see perfectly in darkness of any kind, even that created by *deeper darkness*.
Exhausting (Su) Those struck by a death devil's natural weapons or any weapons it wields become exhausted unless they make DC 17 Fortitude saves each time they are hit. Exhausted characters move at half speed and take a –6 penalty to Strength and Dexterity. The save DC is Constitution-based.
Ghost Strike (Su) A death devil's natural weapons, as well as any weapons it wields, deal damage normally against incorporeal creatures. In addition, it can deliver sneak attacks or critical hits to an undead creature.
Sadism (Ex) For every 10 points of damage a death devil deals in a round, it gains a +1 luck bonus on attacks rolls, saving throws, and skill checks until the end of its next turn.
Rebuke Undead (Su) Death devils may rebuke undead as a 12th-level cleric, at will. (Note that a death devil's ranks in Knowledge (religion) grant the devil a +2 synergy bonus on turning checks.)
***Summon Baatezu* (Sp)** Once per day, a death devil can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success or another death devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.
Detect as Undead (Ex) Death devils register as undead creatures for the purposes of *detect undead* and similar effects. A death devil counts as half its HD for the purposes of aura strength.
Necrotic Life (Ex) Even on a failed save, a death devil suffers only half damage from spells and effects that deal hit point damage due to negative energy, such as *inflict* spells, and with a successful save a death devil suffers no damage.

Death devils are more often known as Tormentors of the Faithless and False or as "*jerul*" in the Infernal tongue.

strategies and tactics

Death devils excel as torturers and prefer to attack physically, teleporting up close to their foes and using full-attack actions whenever possible.

A death devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

ecology

Death devils are the most common devils found on the Fugue Plane, and with the leave of Kelemvor (and Cyric, Myrkul, and Jergal before him), they are allowed to exact punishment on the spirits of the faithless and false.

Typical Physical Characteristics: Death devils stand about 10 feet tall and weigh about 550 pounds.

Alignment: As baatezu, death devils share their brethrens' discipline and cruelty, making them the standard lawful evil of other infernal beings.

Treasure: A death devil typically has the standard amount of treasure for its Challenge Rating (roughly 21,000 gp), usually held in ornate but ghoulish pieces of jewelry as well as its powerful and valuable whip.

fiend, umbral gloom

This mass of rubbery, glistening black tentacles is studded with many small purple eyes. and is lost within an umbral miasma that seeps from its slimy flesh.

UMBRAL GLOOM **CR 11**
Always NE Large outsider (evil, extraplanar)
Init +6; **Senses** all-around vision, darkvision 120 ft., low-light vision, see in darkness, Listen +11, Spot +19.
Languages Common, Loross, shadow talk

AC 23 (–1 size, +2 Dex, +8 natural, +4 deflection), touch 15, flat-footed 21
hp 78 (10 HD); fast healing 2; **DR** 10/magic
Immune blindness, cold, critical hits, energy drain, poison, sleep effects, stunning, paralysis, polymorph
SR 21
Fort +10, **Ref** +9, **Will** +8; evasion

Speed 60 ft. (12 squares), swim 40 ft.
Melee 12 slams +14 (1d6+4 plus crushing despair)
Space 10 ft.; **Reach** 15 ft.
Base Atk +10; **Grp** +18
Atk Options Combat Reflexes, crushing despair

STINGING

A weapon with this ability ignores the absolute protection offered by armor against certain weapons.

Description: A stinging weapon is typically covered in tiny barbs and spines that do not negatively affect its usefulness in any way.

Prerequisite: This ability can only be applied to whips and similar weapons whose damage is partially or fully blocked by armor.

Activation: You need only use the weapon normally.

Effect: This weapon deals normal damage against creatures with armor or natural armor.

Aura/Caster Level: Moderate transmutation. CL 6th.

Construction: Craft Magic Arms and Armor, *gaseous form*.

Weight: —.

Price: 1,000 gp.

Special Actions engulf

Spell-like Abilities (CL 7th):

At will—*knock* (by touch only)

3/day—*scare* (DC 16), *modify memory* (cannot increase clarity or recall; DC 18), *plane shift* (self only; to or from Plane of Shadow only)

1/day—*nightmare* (DC 19)

Abilities Str 19, Dex 15, Con 16, Int 12, Wis 13, Cha 18

SQ *control light*, deeper darkness, evasion, no discernable anatomy, shadow blend, shadow blessing, shadow stride, shadow talk

Feats Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (Slam)

Skills Bluff +17, Diplomacy +8, Gather Information +17, Hide +17, Intimidate +17, Listen +14, Move Silently +21, Search +22, Sense Motive +14, Spot +22, Survival +1 (+3 when following tracks), Swim +12

Advancement 8–14 HD (Large); 15–21 HD (Huge)

All-Around Vision (Ex) Their many eyes give umbral glooms a +8 racial bonus on Spot and Search checks, and they can't be flanked.

See in Darkness (Su) Umbral glooms can see perfectly in darkness of any kind, even that created by *deeper darkness*.

***Control Light* (Sp)** Umbral glooms can decrease the level of natural light within a 120-foot radius by any percentage up to 100%. For example, a human can normally see 20 feet by the light of a torch. If an umbral gloom were to diminish the light by 50%, the human could see only 10 feet. Creatures within the affected area gain a +1 bonus on Hide checks for each 25% decrease in light.

Crushing Despair (Su) A creature hit by an umbral gloom's slam attack or engulfed by an umbral gloom succumbs to great sadness unless it succeeds at a DC 17

Will save. An affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This effect counters and dispels *good hope*. The save DC is Charisma-based.

Engulf (Ex) An umbral gloom can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The umbral gloom merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against an umbral gloom, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on DC 17 Reflex saves or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creature moves forward. Engulfed creatures are subject to crushing despair and are considered to be grappled. The save DCs are Charisma-based.

Deeper Darkness (Su) An umbral gloom can radiate shadowy illumination in a 60-foot radius at will. All creatures within the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are *light* spells of 3rd or lower level (such as *dancing lights*, *daylight*, or *light*). Higher-level *light* spells are not affected by the deeper darkness. Deeper darkness counters or dispels any *light* spell of 3rd or lower level.

No Discernable Anatomy (Ex) Umbral glooms have no discernable anatomy and are not subject to critical hits or stunning.

Shadow Blend (Su) In any conditions other than full daylight, the umbral gloom can disappear into the shadows, gaining a high degree of concealment (40% miss chance and a +10 circumstance bonus on Hide checks). Artificial illumination, even a *continual flame*, *daylight*, or *light* spell, does not negate this ability.

Shadow Blessing (Su) Infused with the stuff of shadow, an umbral gloom gains a constant bonus on initiative checks (included in the stats above) and a deflection bonus to Armor Class equal to its Charisma modifier. In addition, it gains an equal profane bonus on saving throws made against spells and effects from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor. Once per day, as a standard action, the umbral gloom can share this blessing with others (usually only the faithful of Mask or Shar) with a touch. The shared blessing lasts for 7 rounds and can only be granted to willing targets (spell resistance does not apply).

Shadow Stride (Su) As a move action, an umbral gloom can vanish from its current location and reappear in any shadowy area within 360 feet, as often as once every 2 rounds.

Shadow Talk (Su) Umbral glooms can communicate through the shadows of the mind. They can whisper short messages to all other creatures of their choice from the Plane of Shadow (as well as worshipers of Mask or Shar) within 500 feet. Creatures within 10 feet of the umbral gloom can also hear its communications with DC 15 Listen checks, but those not specifically targeted by the umbral gloom cannot decipher the ineffable whispers.

Skills An umbral gloom has a +6 racial bonus on Hide and Move Silently checks and a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Umbral glooms are among Shar's most valued servitors, reminding all those they touch of the power of loss. Shar often sends them to punish her clergy, who frequently summon the creatures for their own inscrutable purposes. Mask, Lord of Shadows, has subverted many of these fiends to his own will—and for now, Shar tolerates his theft.

strategies and tactics

Umbral glooms always try to begin combat by removing most light sources and then sneaking up on their foes to engulf them in despair. They remain hidden as long as possible and do not initiate attacks unless they can do so from ambush. If surprised, umbral glooms quickly douse all lights and use the resulting confusion to flee into the shadows, from whence they begin crafting plans for quick revenge.

An umbral gloom's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

ecology

Umbral glooms prefer to wander the darkness of the Plane of Shadow, passing into Faerûn to inflict pain on the meek mortals of that weak place. When greeting one another, umbral glooms speak the nearly dead tongue of Loross, the language of fallen High Netheril now spoken only in Thultanthar (Shade) and the Gates of the Moon's Selûnarra (Opus).

Typical Physical Characteristics: Usually around 9 feet in diameter, an umbral gloom's body (made up mostly of whispy shadow essence) frequently weighs no more than 50 pounds. The purple eyes that cover the umbral gloom's freakish appearance range in size from barely larger than peas to as wide as dinner plates.

Alignment: Seeking to indiscriminately spread misery defines umbral glooms as neutral evil.

Treasure: An umbral gloom considers itself wealthy if it can spread suffering and nightmares to those who have done no offense to it or its patron deity. Composed of the very shadow that spawned it, an umbral gloom has no use for material items and thus never has treasure.

EBERRON

DRAGONMARKS

MANIFESTLY STRANGE

by Amber E. Scott • introduction by Keith Baker • illustrated by Jon Hodgson

Spend a day at the Arcane Congress and you will be told that the "Outer Planes" are removed from Eberron, and that only the mightiest magic can bridge the gap between these realms. But the touch of the planes is all around us. When you sleep, you travel to Dal Quor. When you fight, you bring the fury of Shavarath to Eberron. The planes are aspects of reality, and our world is the place where these primal ideas converge. The truth of this can be seen in the manifest zones, where the walls have worn thin and the planes bleed into our reality. Let me tell you of the wonders I have seen. Better yet, travel and find them for yourself. Discover the magic that flows between the worlds, and you will find a treasure far greater than gold.

—Tasker, Excoriate of House Sivis

The breathtaking towers of Sharn spiral into the sky, held aloft by miracles of magic and engineering—and by the Syrania manifest zone that encompasses the area. Without that connection to the Azure Sky, the towers would wobble and collapse like children's toys.

Manifest zones occur when a location on Eberron develops a strong connection to another plane. The effects of a manifest zone vary depending on its connector plane, its strength, and the plane's current position in relation to Eberron. Its effects never vanish, however, and in some cases they create a major impact on Eberron's geography and inhabitants. This article details three such manifest zones, their special abilities, and random encounter tables keyed to each location.

FANTARAN HOT SPRINGS

Droaam boasts temperate conditions, mild winters, and warm summers, but the very tips of the tallest peaks of the Byeshk Mountains display white snowcaps year round. On the top of one of these mountains, steaming hot springs occur unexpectedly in the midst of a glacial plane. The wizard Fantaran, a member of the Wayfarer Foundation, first discovered the hot springs and identified them as a manifest zone to Fierna. The hot springs still bear Fantaran's name.

Hot springs sometimes naturally occur in glacial areas, but the hot springs Fantaran discovered look decidedly unusual. A deep red glow emanates constantly from the waters, which swirl sluggishly, giving the hot springs the appearance of lava pools. The water remains a constant 100 degrees, however—hot, but not scaldingly so.

The hot water doesn't seem to melt the ice around it. Large blocks of ice line the irregular edges of the pool, some rough and jagged. Ice even spreads to cover the surface of some of the hot springs. Steam rises from the water but doesn't warm the air. In fact, it seems the manifest zone is limited to the water itself, and does not spread to any of the surrounding area.

The manifest zone provides bonuses for those creating magic items that produce fire effects and also for items destined to bind fire elementals.

For this reason, spellcasters and artificers sometimes make the trek to the Fantaran Hot Springs to produce such items. Dangers lurk beneath the warm waters, though. Besides the fierce creatures that roam the glacial peak, mephits have taken up residence in the area. A group of fire mephits and steam mephits lair in the hot springs, occasionally fighting with a group of ice mephits who live nearby. Anyone wishing to make use of the manifest zone's abilities must first deal with these threats.

The Fantaran Hot Springs have the following effects, which occur only in the waters, and not the surrounding area.

Altered Magic: Characters cast spells with the fire descriptor at +1 caster level, while spells with the cold descriptor are cast at –1 caster level. A spell with both the fire and water descriptors is automatically empowered.

Altered Skills: Due to the relatively warm, soothing waters, Concentration checks made in the hot springs receive a +2 circumstance bonus.

Magic Item Creation: On the final day of item creation, a creator may immerse the new magic item in the Fantaran Hot Springs to increase its potency. The item must remain immersed for 24 hours. Water damage applies normally, so immersing scrolls, for instance, is pointless. After immersion, a magic item that creates a damaging fire effect adds +1 point of damage per die of damage rolled (for example, a *wand of fireball* casts *fireballs* that deal 5d6+5 points of damage). Magic items that protect against cold, such as a *ring of cold resistance,* add 1 to the amount resisted per 10 points of resistance the original item provides. For example, a *ring of minor cold resistance,* which normally

FANTARAN HOT SPRING ENCOUNTERS

d%	Encounter	CR	Source
01–15	1d6 ice mephits	6	*Monster Manual*
16–40	1d6 steam mephits	6	*Monster Manual*
41–65	1d6 fire mephits	6	*Monster Manual*
66–80	1 remorhaz	7	*Monster Manual*
81–90	1d3 winter wolves	7	*Monster Manual*
91–100	1 7th-level human wizard	7	*Dungeon Master's Guide*

provides 10 points of resistance, would instead provide 11. A *ring of major cold resistance*, which normally provides 30 points of resistance, would instead provide 33.

In the case of elemental bound items, only the Khyber shard need be immersed in the Fantaran Hot springs to gain the benefit. The crafter must use the immersed shard to create a fire-based item, such as *burning armor* or a *burning weapon*. The item then gains the special abilities described above.

If the crafter uses the Khyber shard to bind an elemental to an airship, the airship gains increased movement and maneuverability. For up to 1 hour per day, the airship gains a fly speed of 25 miles per hour (average maneuverability). This represents the exceptional quality and enchantment of the Khyber shard and subsequent binding.

IVORY MOUNTAIN ENCOUNTERS

d%	Encounter	CR	Source
01–15	Chimera skeleton	4	*Monster Manual*
16–40	1d4 owlbear skeletons	4	*Monster Manual*
41–50	Ghast and 1d4 ghouls	5	*Monster Manual*
51–55	1d4 howlers	5	*Monster Manual*
56–70	Advanced megaraptor skeleton	6	*Monster Manual*
71–95	1d4+5 wolf skeletons	7	*Monster Manual*
96–100	Bloodhulk crusher	8	*Monster Manual IV*

Other Effects: Creatures with natural cold resistance increase their resistance by 1 point while in the manifest zone.

IVORY MOUNTAIN

The otherwise lush and vibrant region of Q'barra holds a curious wonder. In the midst of the jungles a steep plateau rises. The plateau's top, flat as if sliced off by a giant blade, bears a forest of bones.

Ordinary animal bones, picked clean by scavengers, lie trampled into the earth by the passage of larger animals come here to die. Above the broken animal bones, massive dinosaur skeletons recline in splendor. The imposing form of a battletitan skeleton remains in an almost lifelike position, looming over the silent graveyard.

No one is certain why local creatures come to Ivory Mountain to die. Some scholars theorize that Ivory Mountain is a manifest zone to Dolurrh, the Realm of the Dead, and that the zone exerts an

influence over nearby creatures. Those close to death sense their demise, and the zone draws them to the plateau in their final moments. The exact strength of this pull remains unknown, but explorers have discovered human, elven, and lizardfolk remains among the relics of Ivory Mountain.

Since Ivory Mountain's discovery, many explorers have sought to climb the plateau and carry away some of its treasures. Morgrave University pays well for the intact skeletons of rare creatures, and some who met their end on Ivory Mountain died with valuables in their possession. Such expeditions find that undead creatures also feel the draw of the manifest zone. Skeletons have a tendency to animate unexpectedly, and vicious howler scavengers lurk among the dead.

Ivory Mountain has the following effects, which occur on the plateau and within a 2-mile radius surrounding the mountain.

Altered Magic: Characters cast spells with the death descriptor or spells that create or summon undead creatures at +1 caster level. The cost of material components of spells that bring a creature back to life increase by 10%. A caster may ask one additional question when casting *speak with dead*. If Dolurrh is coterminous and an individual attempts to bring a creature back to life in the manifest zone, add 50 to the die roll to check for unusual spell effects (see page 95 of the *Eberron Campaign Setting* for more details).

Altered Skills: Dolurrh's manifest zone makes it more difficult for creatures to escape death. The Heal check DC to stabilize a dying character increases to 20. The aura of death on Ivory Mountain spooks ordinary animals, increasing the DC of all Handle Animal and Ride checks by +2.

Other Effects: Characters who fall below 0 hp in the manifest zone have only a 5% chance to stabilize each round. A creature in the manifest zone who is poisoned, diseased, at 0 hp, or who will die of old age in the next seven days feels an intense desire to climb Ivory Mountain. A successful DC 20 Will save conquers the compulsion for 24 hours. Otherwise, the creature attempts to climb the plateau and remains there until he either dies or receives healing (or, in the case of poison or disease, outlasts the ailment and recovers from the damage).

RUINS OF PELMARANE ENCOUNTERS

d%	Encounter	CR	Source
01–15	1d4 grigs	2	*Monster Manual*
16–40	1d2 splinterwaifs	2	*Monster Manual III*
41–65	1d2 young redcaps	2	*Monster Manual III*
66–75	1 dryad	3	*Monster Manual*
76–85	1 unicorn	3	*Monster Manual*
86–100	1 satyr (with pipes)	4	*Monster Manual*

RUINS OF PELMARANE

One might expect a Thelanis manifest zone to appear in the vast forests of the Eldeen reaches and not the dry badlands of the Demon Wastes to the north. Yet, amid the ruins of the Castle Pelmarane, northwest of Ashtakala, just such a manifest zone exists.

Fascinated scholars delved into the history of Pelmarane to explain this strange phenomena. They found that unknown thousands of years ago, a powerful rakshasa built her castle in what is now called the Demon Wastes. The rakshasa filled Castle Pelmarane with rare art objects, priceless gems, and exotic plants from all over the continent. The rakshasa was eventually defeated and bound by paladins of the Maruk Ghaash'kala, and these orc warriors sacked Castle Pelmarine. The castle fell into ruin and the strange plants within died out, but in a hidden chamber beneath the ruins specially preserved seeds remained suspended in time. Although rebuilt and ruined several times in the intervening millennia, the secret seed chamber remained undiscovered and undisturbed.

Scholars aren't certain what triggered the plants' recent and sudden growth. Some claim the same cataclysm that destroyed Cyre had far-reaching effects. Others insist that the formation of the Thelanis manifest zone came first, and the plant growth was a secondary development. Whatever the truth, the ruins of Pelmarane now stand covered with vines, flowers, ferns, and trees. Within the fallen walls, wild fey creatures and faerie animals roam. Some are friendly, mischievous creatures. Others have learned from living in the Demon Wastes to attack first and attempt diplomacy later—if at all.

The ruins of Pelmarane have the following effects, which occur within the castle ruins and for 50 feet outside its walls.

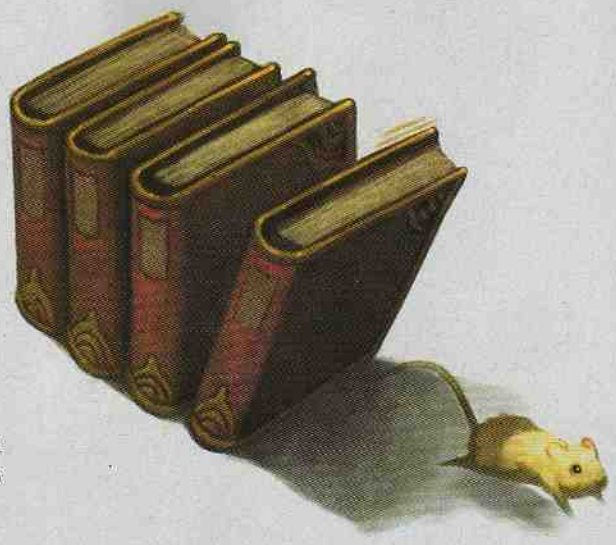
Altered Magic: Characters cast spells from the Plant domain at +1 caster level. A fey creature uses its innate spell-like and supernatural abilities at +1 caster level. Spells altered with the Extend Spell feat have a duration three times longer than normal.

Altered Skills: The ruins of Pelmarane contain a host of edible plants from all over the continent. Survival checks made to provide food and water gain a +2 circumstance bonus.

Other Effects: Time flows differently within the ruins of Pelmarane. Although the days and nights pass as normal, individuals age less quickly than usual. For every two days spent in the ruins of Pelmarane, a creature ages only one day. Perishable items, such as food, take twice as long to spoil.

 by Andy Collins • illustrated by Andrew Hou

OFFICIAL ANSWERS TO YOUR QUESTIONS



This month, the Sage explores a variety of questions dealing with the planes of existence, their denizens, and various effects related to both. Send your questions to **sageadvice@paizo.com**.

If your astral form from the *astral projection* spell (*Player's Handbook*, 201) travels to the plane on which your physical body resides, does it automatically return to your physical body, or does it manifest a new body identical to your original body?

If an astral form moves to another plane, it forms a new body identical to its natural form. The rules don't state that this works any differently when an astral form moves to the plane where the original physical body resides, so presumably a character on the Material Plane whose astral form moves from the Astral Plane through a color pool to the Material Plane would manifest a new physical body on the Material Plane. That new body would be linked to the original by a silvery cord that loops through the Astral Plane and back to the Material Plane.

When using the *plane shift* spell to move to the Material Plane from any other plane, can you pick the location to which you return or is it completely random as when traveling to other planes?

The *plane shift* spell description is written assuming you're coming from the Material Plane, but it works the same way regardless of the starting point or destination plane.

For example, a cleric on the Elemental Plane of Fire who casts *plane shift* to return to his friendly monastery on the Material Plane ends up 5–500 miles from that destination.

Does *invisibility purge* reveal a creature on the Ethereal Plane?

Yes. An ethereal creature or object is considered invisible to someone on the Material Plane, so spells or abilities that reveal invisible creatures or objects would reveal them as normal for the spell.

Can an incorporeal creature enter a plane that has no connection to the Ethereal Plane?

Yes.

As the Sage has pointed out in the past, incorporealness is not the same as etherealness. An incorporeal creature is not considered ethereal (and vice versa). A plane's lack of connection to the Ethereal has no effect on an incorporeal creature.

Is movement on the Ethereal Plane reduced? Some spell descriptions say so, but there is no clear statement regarding movement in the description of the plane in the *Dungeon Master's Guide*. If there is a movement reduction, what causes it and how can a character overcome it?

Although the brief discussion of the Ethereal Plane in the *Dungeon Master's Guide* doesn't mention any effect on movement, both the *ethereal jaunt* spell (*Player's Handbook*, 228) and the *Manual of the Planes* confirms that ethereal movement is at half speed (page 54). No particular reason for this is given, leading the Sage to believe that it's simply the nature of the plane and can't be overcome except by an effect specifically designed to do so.

Does the Blind-Fight feat or any special senses help against the foggy, blurry nature of the Ethereal Plane?

Yes, but only in the same ways they would in any other environment. For example, while on the Ethereal Plane, objects on the Material Plane block line of sight and provide concealment. Blind-Fight would help in such cases (as in any case when concealment provides a miss chance), as would blindsight or similar senses that ignore such limitations.

Regardless of your senses, the basic nature of the Ethereal Plane doesn't change. While on the Ethereal Plane, anything on the Material Plane appears to you wrapped in fog, blurring precise details. This doesn't create a miss chance for concealment, so Blind-Fight isn't really of any use. Even blindsight won't help make out such details.

Is the Negative Energy Plane (and thus negative energy in general) considered evil unto itself?

While the two concepts often appear linked—from evil clerics casting *inflict* spells to energy-draining undead—nothing in the rules strictly indicates that negative energy (or the Negative Energy Plane) is inherently evil.

- Some spells that utilize such energy bear the evil descriptor, but most don't. Even the ubiquitous *inflict* spells aren't "evil" spells.
- The Negative Energy Plane has no alignment traits.
- Creatures native to the Negative Energy Plane aren't automatically considered evil, nor do they commonly bear the evil subtype (a clear indicator of a particularly strong bond to the profane).

Can you use the Exalted Turning feat (*Book of Exalted Deeds*, 42) to deal damage to elementals you turn (with the appropriate domain) or to a fiend you turn with the censure fiend class ability of the apostle of peace prestige class (*Complete Divine*, 51)?

No. The feat clearly indicates that it affects "any undead creature that you turn," which would rule out any other types of creatures, even if you're using a similar power.

For the purposes of favored enemy bonuses and knight of the chalice (*Complete Warrior*, 53) class features, what counts as a demon?

While "demon" isn't an official game term, the Sage believes it reasonable to treat any creature appearing under the "Demon" entry in the *Monster Manual* or other sourcebook, any creature with the tanar'ri subtype, or any creature described as a demon, as a demon.

Note, however, that "demon" is not an eligible option for the ranger's favored enemy class feature. A ranger who wanted to deal favored enemy bonus damage against demons would have to choose outsider (evil) or outsider (chaotic); choosing both wouldn't allow the bonuses to stack (*Player's Handbook*, 47).

The planar area swap class feature of the planeshifter (*Manual of the Planes*, 30) doesn't seem to list any limitation on usages per day. How often can he perform this ability? Must he wait for one planar-swapped area to swap back before he can do it again?

The prestige class doesn't list any limitations on the ability, indicating that it may be done as often as desired.

Can a spirit shaman (*Complete Divine*, 14) affect himself with his chastise spirits class feature (for instance, if he is also an elemental or fey)?

Yes, much like an undead cleric could affect himself with his turn/rebuke undead ability.

Can a spirit shaman (*Complete Divine*, 14) chastise a half-elemental (*Manual of the Planes*, 189)? What about an incorporeal undead that has possessed a corporeal host? What about a quori spirit in ethereal form or possessing a human host?

No, yes, and unclear.

A half-elemental is an outsider, not an elemental, so it isn't vulnerable to being chastised, despite its heritage.

(The same goes for genies—despite their clear link to the Elemental Planes, these creatures are outsiders and thus unaffected by the chastise spirits class feature).

An incorporeal undead that has possessed a corporeal host is still an incorporeal undead, so it remains vulnerable to the chastise spirits ability. Only the incorporeal undead would be affected, not its corporeal host.

A quori, even in spirit form, doesn't match any of the categories listed for "spirit" creatures on page 17 of *Complete Divine*. That said, the Sage certainly feels that it'd be within the spirit (ahem) of the rules to add quori (in any form) to the list of creatures affected by the spirit shaman's ability. Again, only the quori itself would be affected, but not any host it occupied.

Since astral constructs are made from ectoplasm, can they ignore the miss chance when attacking incorporeal creatures?

No. Ectoplasm is not force, so astral constructs don't gain any particular benefit against incorporeal creatures.

Can nightmares communicate? They have Intelligence 13, as well as skill modifiers for Diplomacy and Sense Motive, but no listed language. As they are from Hades, the battleground of the Blood War, do they understand Abyssal and Infernal?

Although the nightmare's description in the *Monster Manual* doesn't list any languages known by the creature, it's certainly intelligent enough to understand spoken languages. It's up to the DM to determine what languages (if any) the nightmare understands. The Sage wouldn't find it unreasonable to suggest that a nightmare could understand a couple of languages, and Abyssal and Infernal are certainly reasonable choices.

That said, intelligence and linguistic comprehension don't necessarily grant the power of speech. Nothing in the nightmare's description suggests that it should be able to speak a language.

Can templates that can be applied only to humanoids or monstrous humanoids be applied to augmented humanoids? For example, can a half-fiend human become a lich or a vampire?

No. Your type must match the template's requirement, and "augmented" is a subtype not a type.

A half-fiend human is an outsider, not a humanoid, and thus can't become a lich or vampire unless the DM makes a specific exception.

A humanoid with the half-celestial template changes its type to outsider (augmented humanoid). Does he become immune to *charm person* and *enlarge person*? Does a dwarf still get a +4 dodge bonus to AC when fighting a half-celestial giant?

Technically, as the creature's type has changed, he is no longer vulnerable to effects that apply only to his old type.

Does a celestial or fiendish vermin (which must have a minimum Intelligence of 3 according to the templates) gain any skill points thanks to its improved Intelligence score?

The templates are silent on this issue, and the sample creatures don't provide any guidance (since the change from Int 1 to Int 3 doesn't grant any more skill points for an animal).

The Sage certainly thinks it'd be reasonable to give the celestial or fiendish vermin skill points commensurate with its newfound Intelligence. This shouldn't have any significant bearing on the creature's power level (and by extension, its Challenge Rating).

Do outsiders age like humanoids? Is there a maximum natural age for native outsiders?

Other than the age categories provided for various PC races, the rules are silent on aging. Thus, it's up to the DM to determine for his own campaign what effect (if any) age has on outsiders.

Dragon

353 AD INDEX

PRODUCT	PAGE
2K Games	21
Adventure Gear	Inside back
Crystal Caste	35
Dave & Adam's Card World	57
Dark Horse Comics	73
Dork Storm Press	29
Fantasy Flight Games	51, 69
Kublacon	Gamer Guide
Map Packs	83
Miniature Market	31
Monster Ecologies	Back
Noble Knight Games	Gamer Guide
Octopi.com	63
OffWorld Designs	13,
Privateer Press	6, 7
Rackham	78, 79
Reality Simulations	95
Reaper Miniatures	92, 93
Sony	9, 10, 11
The Hit Pointe	Gamer Guide
Vanguard	Inside front, 3
Warner Books	41
Wizards of the Coast	17, 19, 25

by Owen K.C. Stephens • illustrated by Marc Simonetti

SPELLTHIEF SUBSTITUTIONS

The spellthief combines arcane talent with sneakiness and cunning. The primary power of the spellthief is to steal spells, allowing such characters to handicap spellcasters much as a typical rogue might hamper a fighter by making off with a weapon before a fight or landing a debilitating blow during one (as represented by various sneak attack-based feats). While this is both interesting and useful, it's far from the only way to combine the talents of magic and stealth. For players looking to explore different arcane subterfuges, this article presents several variant class features (a concept originally presented in *Player's Handbook II*) for the spellthief.

CURSED BLOW

This substitution has less raw damage potential, but it allows a spellthief to combine a precise blow with arcane power to hamper a foe, in addition to dealing damage.

Level: 5th.

Replaces: If you select this class feature, your sneak attack extra damage does not increase at 5th level. Thereafter, your sneak attack damage is always one die smaller than it otherwise would be for your spellthief level.

Benefit: Whenever you successfully deal sneak attack damage to a foe, you may also expend a spell slot (of up to 4th level), as a free action, to curse the target.

The curse places a penalty on the target's attack rolls, saving throws, and skill checks equal to the level of the spell slot expended, and lasts a number of rounds equal to your spellthief level. Penalties from this ability do not stack; only the largest penalty applies. The curse bypasses Spell Resistance, but the target is allowed a Will save (DC 10 + your Charisma modifier + your caster level), with a successful save reducing the curse's penalty to –1 per level of the spell slot.

For example, Amara, a 7th-level spellthief with a 14 Charisma and

cursed blow, attacks an ogre mage with her dagger while flanking him. She deals her 1d6 sneak attack damage and decides to use her cursed blow as well, expending a 1st-level spell slot. The curse ignores the target's spell resistance, but the ogre mage is allowed a DC 15 (10 + 2 Cha modifier + 3 caster level) Will save to reduce the curse's penalty to –1. Regardless of the ogre mage's save, the penalty lasts for 1 minute.

HAMPER MAGIC

Rather than focus on taking away a wider range of magical abilities, a spellthief with this substitution focuses on making it more difficult for a foe to cast spells or use spell-like or supernatural abilities. While this variation gives the spellthief less flexibility against some foes, it also allows him to hinder a broader range of foes (such as by delaying a dragon's breath weapon or lowering a raksha-sa's caster level).

Level: 3rd.

Replaces: Steal energy resistance and the steal spell-like ability feature gained at 5th level.

Benefit: To hamper magic, you must make a successful sneak attack and give up 1d6 or more points of sneak attack damage.

Against a target with spells or spell-like abilities, hamper magic reduces the target's caster level by 1 per 3 spellthief levels you possess. A spellcaster whose caster level is reduced to 0 cannot cast any spells.

Against a target with supernatural abilities, hamper magic forces the target to make a Will save (DC 10 + your Charisma modifier + half your spellthief level). On a failed save, the target can't use supernatural abilities.

Both effects last for 1 round per spellthief level.

SPELLEATER

Spellthieves sometimes gain spells that do them little good. This substitution allows a spellthief to heal himself by stolen spells, at the cost of absorbing spells targeting the spellthief.

Level: 7th.

Replaces: Absorb spell.

Benefit: Any time you successfully steal a spell or spell-like ability you may choose to consume the spell energy rather than save it to cast yourself. This is a swift action and heals 2 hit points per level of the spell consumed. You need not make this decision immediately upon stealing a spell–you can consume spells you have kept to cast later.

At 12th level, you may choose to consume a stolen spell of 5th level or higher to negate some other ailments. You can choose to use the spell as a *neutralize poison*, *remove disease*, or *restoration* cast on you, with a caster level equal to your spellthief level.

SPELLSKILL

Not all spellthieves bother to learn to cast their own spells and instead rely on a few spell-like abilities and spells stolen from others. While this limits the spellthief's options, it also makes the character easier to play and better at more typically roguish tasks.

Level: 4th.

Replaces: Spellcasting ability. A spellthief with this substitution never learns to cast spells of his own. He has no spells per day and no spells known. He never gains any spell-casting ability from the spellthief class, although he can still cast spells stolen from other casters with the steal spell ability.

Benefit: You have learned to channel your arcane power directly into your most important skills. The spell-skill ability grants you a temporary enhancement bonus equal to one-third your spellthief level (+1 at 3rd level, +2 at 6th, +3 at 9th, and so on) to a pair of skills. As you gain spellthief levels, your spellskill ability applies to more skills (not just two at a time). At 4th level, you may add this bonus on Hide and Move Silently checks made during the ability's duration. At 8th level, you may instead use your spell-skill ability to add to Disable Device and Open Lock checks. At 11th level, you may add it to Search and Spot checks. At 14th level, you may add it to Jump and Tumble checks.

You may use this ability a number of times per day equal to half your spellthief level. This bonus lasts a number of minutes equal to your spellthief level. You may not have spell-skill bonuses to more than one pair of skills at a time. If you already have a spellskill bonus on Jump and Tumble checks, activating it to grant a bonus on Hide and Move Silently checks ends the Jump and Tumble bonus.

TRICKSTER

The typical spellthief is essentially a rogue who can steal magic, and as a related endeavor can cast a few spells as well. By taking the trickster ability substitution, a spellthief becomes more a sorcerer who has learned to draw magic from others as well as from an internal heritage. This is the most sweeping of these ability substitutions, and it should appeal to players looking for an arcane spellcaster with a broad range of new tricks.

Level: 1st.

Replaces: You lose 2 skill points per level. You gain only 4 skill points + Int modifier at each additional level (× 4 at 1st level). In addition, Appraise, Bluff, Disable Device, Escape Artist, Hide, Jump, Move Silently, Open Lock, Search, Swim and Tumble are no longer class skills for you.

You do not gain the trapfinding ability at 1st level.

You do not gain additional sneak attack bonus dice at 4th or higher levels. Your spellthief sneak attack bonus damage remains fixed at +1d6. If you have other classes that grant more sneak attack bonus dice, you gain those as normal.

Benefit: You cast spells as a bard of your spellthief level, and your caster level equals your spellthief level (rather than half your spellthief level). You gain spells per day and spells known as a bard of your level, which allows you to cast spells at 1st level, unlike a typical spellthief. In addition to the spellthief spell list, you may select spells known from the bard spell list as well.

by Eric Jansing • illustrated by Marc Simonetti

ARCANE

SPELLS WITHOUT SR

The following list of spells don't allow spell resistance. Spells marked with an asterisk (*) come from the *Spell Compendium*.

0-LEVEL SORCERER/WIZARD SPELLS

Conj **Acid Splash:** Orb deals 1d3 acid dmg.
Caltrops*: Creates caltrops in 5-ft. square, +5-ft. square/2 lvls beyond 1st (max 5).
Illus **Ghost Sound:** Figment sounds.

1ST-LEVEL SORCERER/WIZARD SPELLS

Conj **Buzzing Bee*:** Bee imposes –10 penalty on Move Silently and hinders Concentration.
Grease: 10-ft. square or one object slippery.
Hail of Stone*: Stones deal 1d4 points of dmg/lvl to creatures in the area (max 5d4).
Obscuring Mist: Fog surrounds you.
Orb of Acid, Lesser*: Ranged touch deals 1d8 acid dmg +1d8/2 lvls beyond 1st (max 5d8).
Orb of Cold, Lesser*: Ranged touch deals 1d8 cold dmg +1d8/2 lvls beyond 1st (max 5d8).
Orb of Electricity, Lesser*: Ranged touch deals 1d8 electricity dmg +1d8/2 lvls beyond 1st (max 5d8).
Orb of Fire, Lesser*: Ranged touch deals 1d8 fire dmg +1d8/2 lvls beyond 1st (max 5d8).
Orb of Sound, Lesser*: Ranged touch deals 1d6 sonic dmg +1d6/2 lvls beyond 1st (max 5d6).
Wall of Smoke*: Wall obscures vision and nauseates those who pass through.
Div **Targeting Ray*:** You and allies are +1 to hit/3 lvls against subject.
Illus **Silent Image:** Creates minor illusion.
Ventriloquism: Throws voice for 1 min./lvl.
Trans **Scatterspray*:** Group of small objects flies apart in a burst.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Distracting Ray*:** Ray forces spellcaster to make Concentration check.
Conj **Fog Cloud:** Fog obscures vision.
Glitterdust: Blinds creatures, outlines invisible creatures.
Melf's Acid Arrow: Ranged touch attack; 2d4 dmg for 1 rnd +1 rnd/3 lvls.
Web: Fills 20-ft.-radius with sticky spiderwebs.
Evoc **Flame Dagger*:** Beam of fire deals 1d4 dmg +1/lvl.

Illus **Leomund's Trap:** Makes item seem trapped.
Minor Image: As *silent image*, plus some sound.
Misdirection: Misleads divinations for one creature or object.
Wall of Gloom*: Shadow barrier obscures vision.
Trans **Pyrotechnics:** Partially effective. Smoke negates sight, including darkvision.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dispel Magic:** Cancels magical spells and effects.
Conj **Bands of Steel*:** Metallic bands immobilize or entangle subject for 1 rnd/lvl.
Corpse Candle*: Ghostly hand and candle sheds light, affects incorporeal creatures.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Sleet Storm: Hampers vision and movement.
Evoc **Great Thunderclap*:** Partially effective. Loud noise knocks prone in a large area.
Illus **Major Image:** As *silent image*, plus sound, smell, and thermal effects.
Trans **Giant's Wrath*:** Pebbles you throw become boulders.
Rust Ray*: Metal objects take 2d6 dmg +1/2 lvls.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dispelling Screen*:** Target *dispel magic* on creatures and unattended items, +10 max on caster lvl check.
Ray of Deanimation*: Ray deals 1d6 dmg/lvl to constructs.
Wall of Chaos/Evil/Good/Law*: Wall blocks creatures of opposite alignment.
Conj **Blast of Flame*:** 60-ft. cone of fire (1d6/lvl dmg).
Evard's Black Tentacles: Tentacles grapple all within 15-ft. spread.
Orb of Acid*: Ranged touch, 1d6/lvl acid dmg and subject might be sickened.
Orb of Cold*: Ranged touch, 1d6/lvl cold dmg and subject might be blinded.
Orb of Electricity*: Ranged touch, 1d6/lvl electricity dmg and subject might be entangled.
Orb of Fire*: Ranged touch, 1d6/lvl fire dmg and subject might be dazed.
Orb of Force*: Force globe deals 1d6/lvl dmg (max 10d6).
Orb of Sound*: Ranged touch, 1d4/lvl sonic dmg and subject might be deafened.
Solid Fog: Blocks vision and slows movement.
Wall of Sand*: Swirling sand blocks ranged attacks, slows movement.
Wall of Water*: Shadow barrier obscures vision.
Div **Locate Creature:** Indicates direction to familiar creature.
Evoc **Thunderlance*:** Lance of force deals 3d6 dmg and might dispel force effects.
Illus **Hallucinatory Terrain:** Makes terrain appear like another.
Illusory Wall: Wall, floor, or ceiling looks real.
Trans **Perinarch*:** Control Limbo's morphic essence.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Reciprocal Gyre*:** Creature or object takes 1d12 dmg/lvl of spell affecting it (max 25d12).
Symbol of Spell Loss*: Rune absorbs spells not yet cast.
Wall of Dispel Magic*: Targeted *dispel magic* on creatures passing through transparent wall.
Conj **Arc of Lightning*:** Line of electricity arcs between two creatures (1d6/lvl dmg).
Vitriolic Sphere*: Acid deals 6d6 acid dmg plus possible dmg in following 2 rnds.
Wall of Stone: Creates a shapable stone wall.
Evoc **Wall of Force:** Wall is immune to dmg.
Illus **Mirage Arcana:** As *hallucinatory terrain*, plus structures.
Persistent Image: As *major image*, but no concentration.
Necro **Death Throes*:** Your body explodes when you die.
Spiritwall*: Wall causes panic, deals 1d10 dmg if touched, can bestow negative lvls if passed through.

6TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dispel Magic, Greater:** As *dispel magic*, but +20 on check.
Conj **Acid Fog:** Fog deals acid dmg.
Acid Storm*: Deals 1d6/lvl acid dmg (max 15d6) in a 20-ft. radius.
Freezing Fog*: Fog slows creatures, obscures vision, hinders movement.
Wall of Gears*: Wall deals 1d6 dmg/2 lvls within 10 ft.
Wall of Iron: 30 hp/four lvls; can topple onto foes.
Illus **Illusory Pit*:** Creatures prone, believe they're falling.
Mislead: Turns you invisible and creates illusory double.
Permanent Image: Includes sight, sound, and smell.
Programmed Image: As *major image*, plus triggerable.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dispelling Screen, Greater*:** Target *dispel magic* on creatures and unattended items, +20 on check.
Ghost Trap*: Incorporeal creatures turn corporeal.
Wall of Greater Dispel Magic*: Targeted *greater dispel magic* on creatures passing through transparent wall.
Evoc **Forcecage:** Cube or cage of force imprisons all inside.
Illus **Project Image:** Illusory double can talk and cast spells.
Trans **Reverse Gravity:** Objects and creatures fall upward.

8TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Incendiary Cloud:** Cloud deals 4d6 fire dmg/rnd.
Div **Discern Location:** Reveals location of creature or object.
Illus **Screen:** Illusion hides area from vision, scrying.

9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Magic Miasma*:** Solid fog reduces caster lvl by –4.
Mordenkainen's Disjunction: Dispels magic, disenchants magic items.
Reaving Dispel*: Steal spells and effects for yourself.
Conj **Obedient Avalanche*:** Avalanche buries your foes.
Trans **Perinarch, Planar*:** Gain control of small area of any divinely morphic plane.

by Jonathan Drain • illustrated by Marc Simonetti

No Turning

As any acolyte knows, the first divine skill taught to neophytes is the channeling of raw positive or negative energy through a properly prepared holy symbol. Most students talented enough to cast spells have trained in this ability to the point where it can drive away and even destroy undead—or when reversed, control them. Yet, not all such individuals learn to turn the undead. Some focus this divine energy to excel in their own area of expertise while others eschew the ability entirely in favor of more mundane skills. Such individuals embrace this difference, identifying themselves not simply as clerics, but with titles that reflect their specialties, such as warrior priests, theologians, or cultists.

Variant class features such as these first appeared in *Player's Handbook II*. See that resource for more information.

CULTIST

You are secretly a worshiper of a dark god, plotting foul intrigues with others of your secretive cult.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Bluff checks. As long as you carry your holy symbol, you are immune to magical attempts to uncover falsehoods, such as *discern lies*, *zone of truth*, and similar effects.

Suggested Deities: Erythnul, Hextor, Nerull, Vecna, demon princes, and archdevils.

EVANGELIST

You travel far and wide, making showy public sermons and seeking converts to your religion.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Diplomacy checks. An innate talent for magic grants you the following spell-like ability as a 1st-level caster: 2/day—*comprehend languages*. At 7th level, you gain the following spell-like ability as a 7th-level caster: 1/day—*tongues*.

Suggested Deities: Corellon Larethian, Ehlonna, Fharlanghn, Heironeous, Kord, Moradin, Pelor, St. Cuthbert, and Yondalla.

FANATIC

You are willing to die in the name of your deity, but you're even quicker to kill in his name.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Intimidate checks. An innate talent for magic grants you the following spell-like ability as a 1st-level caster: 1/day—*true strike*.

Suggested Deities: Corellon Larethian, Ehlonna, Garl Glittergold, Gruumsh, Nerull, Obad-Hai, Olidammara, and Vecna.

HEALER

You care most about curing the sick and injured, no matter whom they serve or what the circumstance.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Heal checks. Whenever you cast a conjuration (healing) spell on a creature other than yourself, you gain a +2 sacred bonus to Armor Class and a +2 sacred bonus on Concentration checks to cast defensively until the end of your next turn.

Suggested Deities: Ehlonna, Pelor, and Yondalla.

JUSTICAR

The cleric of a deity of honor, justice, or truth, you seek to take prisoners alive for interrogation and fair punishment.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Sense Motive checks. Whenever you deal enough damage to reduce a creature to negative hit points, the creature automatically and immediately stabilizes.

Suggested Deities: Heironeous, Moradin, and St. Cuthbert.

MYSTIC

Deities operate beyond the understanding of most men. So do you.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain an extra spell one level lower than the highest level spell you can currently cast. This extra spell is always one level lower than the highest-level spell you can cast, so when you gain the ability to cast a higher-level spell the level of the spell slot gained through this ability also increases.

Suggested Deities: Boccob, Fharlanghn, Obad-Hai, and Wee Jas.

RELIC HUNTER

Your church tasks you to hunt down and reclaim holy—or perhaps unholy—relics.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a bonus on Reflex saves made to avoid traps equal to 1 + your Wisdom modifier (minmum +1). Additionally, Knowledge (dungeoneering) and Search are always considered class skills for you.

Suggested Deities: Boccob, Garl Glittergold, Olidammara, Vecna, and Wee Jas.

SAGE

The keeper of ancient truths and lores, you frequently study the antiquarian writings of your faith.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Knowledge (religion) checks. In addition, once per day, you may reroll a Knowledge check. You must take the second roll, even if it isn't as good as the original.

Suggested Deities: Boccob, Vecna, and Wee Jas.

SCRIBE

After a career of scribing sacred doctrine and composing prayers, writing religious texts is second nature to you.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain Scribe Scroll as a bonus feat. In addition, the experience point cost to scribe a scroll is reduced by 25%, to a minimum of 1 XP.

Suggested Deities: Boccob, Corellon Larethian, Garl Glittergold, Vecna, and Wee Jas.

SHAMAN

You are the wise elder and healer of a of a wilderness-dwelling tribe.

Level: 1st.

Replaces: Turn or rebuke undead and literacy (you are illiterate).

Benefit: You gain an animal companion as a druid of half your cleric level. Half your cleric levels stack with levels of any other classes entitled to an animal companion (such as the druid and ranger) for the purpose of determining your companion's abilities and the alternative lists available to you.

Suggested Deities: Corellon Larethian, Ehlonna, and Obad-Hai.

THEOLOGIAN

You are a wise and respected philosopher, frequently meditating to comprehend the nature of the divine.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Knowledge (religion) checks. As long as you conspicuously wear or carry your deity's holy symbol you gain a +2 bonus on saving throws made to resist divine spells, as well as the spells and spell-like abilities of outsiders.

Suggested Deities: Boccob, Fharlanghn, Obad-Hai, Vecna, and Wee Jas.

WANDERER

Never staying in one place for long, you travel the world on an endless religious quest, following the subtle signs and portents your deity leaves you.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: Knowledge (geography), Knowledge (local), Speak Language, and Survival are class skills for you. You gain Endurance as a bonus feat at 1st level.

Suggested Deities: Fharlanghn, Obad-Hai, Pelor, and Yondalla.

WARRIOR PRIEST

As much a soldier as a member of the clergy, you fight to protect your church, your fellow worshipers, and your ideals.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: Once per day, you may cast a quickened version of a spell you have prepared (that wasn't prepared as a quickened spell) targeting your weapon, shield, or armor. The spell's level does not increase because of this ability.

Suggested Deities: Corellon Larethian, Erythnul, Grummsh, Heironeous, Hextor, Kord, Moradin, and St. Cuthbert.

WEAPONMASTER

You have devoted yourself to the mastery of your deity's favored weapon.

Level: 1st.

Replaces: Turn or rebuke undead.

Benefit: You gain a +2 bonus on Craft (weaponsmith). As long as you wield your deity's favored weapon you no longer need a free hand in order to cast spells. Essentially, you substitute movements of your weapon for the somatic components of spells.

Suggested Deities: Corellon Larethian, Ehlonna, Erythnul, Grummsh, Heironeous, Hextor, Moradin, and St. Cuthbert.

by Amber E. Scott • illustrated by Marc Simonetti

FIGHTER GUIDE

This guide employs charts, rules clarifications, and rulebook references of the fighter's favorite tactics.

POWER ATTACK

Basics: Power Attack applies to all actions defined as "attack rolls," including opposed attack rolls.

- This includes disarm checks, sunder checks, and trip attacks.
- This does not include grapple checks.
- The Power Attack adjustments apply to any attacks of opportunity you make before your next turn.

Two Weapons: When fighting with two weapons and using Power Attack, the Power Attack penalty applies to all attack rolls. For example, if you wield a longsword and a short sword and you Power Attack for 2, you subtract 2 from your attack rolls with both longsword and short sword, but add 2 only to the damage of the longsword (because the short sword is a light weapon).

Double Weapon: When wielding a double weapon, the manner in which you wield it determines the Power Attack bonus.

- Strike with one end: Treat it as a two-handed weapon; calculate the Power Attack bonus as if you wielded a two-handed weapon.
- Strike with both ends: The primary end counts as a one-handed weapon and gains the Power Attack bonus for one-handed weapons. The other end counts as a light weapon and does not receive a bonus for Power Attack.

MOUNTED COMBAT

Basics: You can use a lance one-handed while mounted.

- This incurs no penalties.
- Treat the lance as a one-handed weapon for the purposes of your Strength modifier on damage rolls, the Power Attack feat, and other effects concerning weapon size.

Trample: When you use the Trample feat, your opponent cannot choose to avoid an overrun attack, and if you knock down the opponent your mount gets one free hoof attack against the fallen foe.

- If you are not riding a horse, your mount receives a free attack with a claw, hoof, or any other similar attack from its feet. If your mount has multiple lower-limb attacks, such as a cat's claw and rend attacks, use the attack from its forelimbs.

Cover: When making a Ride check to claim cover from your mount, you do so in response to an attack targeting you.

- This can occur when it's not your turn, and it requires no action to do so.
- If multiple opponents attack you on the same initiative count, one Ride check applies to all their attacks. If multiple opponents attack you on different initiatives, make one Ride check against each attack.
- You cannot claim cover from your mount while you cast a spell or attack.

MULTIPLE ATTACKS

Basics: Cleave attacks are made at the same base attack bonus as the strike that triggered the cleave. Other bonuses, such as flanking, only apply if the new target qualifies for those bonuses.

- If you are at 0 hit points when you attack and trigger a cleave, the cleave attack counts as part of the initial attack and you do not drop to –1 hit points until you resolve the cleave attack.
- If you drop a foe with an attack of opportunity, you may cleave if you can.

Armor Spikes: You can use armor spikes as a light off-handed weapon when fighting with a two-handed primary weapon (for instance, a greatsword). You cannot use armor spikes as an off-hand weapon when already fighting with two weapons in your hands.

Shield Bash: You can shield bash with a shield as a light off-handed weapon or as your primary weapon with a secondary weapon in your other hand (or with nothing in your other hand).

RIDE DCS

Ride Task	DC
Guide with knees	5
Stay in saddle	5
Cover	5
Fight along with warhorse	10
Leap	15
Soft fall	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount (armor check penalty applies)	20

DR GRANTED BY SPECIAL MATERIALS

Item	Adamantine	Susalian Chainweave*
Light Armor	1/—	3/piercing
Medium Armor	2/—	3/piercing
Heavy Armor	3/—	3/piercing

* From *Complete Warrior*.

WEAPON MODIFIERS AND SPECIAL MATERIALS

Item	Modifier	Always Masterwork?
Adamantine	—	Yes
Darkwood	—	Yes
Mithral	—	Yes
Silver, alchemical	–1 damage	No

SPECIAL ATTACKS

Special Attack	Roll	Special
Bull Rush	Opposed Strength check	Size modifiers apply; +2 bonus for charging
Charge	Single melee attack +2	–2 to AC
Disarm	Opposed attack rolls	Size modifiers apply; two-handed weapons gain +4 bonus; light weapons take –4 penalty
Feint	Bluff check	–4 to bluff nonhumanoids; –8 to bluff creatures of animal intelligence
Grapple check	Base attack bonus + Strength modifier	Size modifiers apply
Overrun	Strength check if opponent blocks	Size modifiers apply; +2 bonus for charging
Sunder	Opposed attack rolls	Size modifiers apply; two-handed weapons gain +4 bonus; light weapons take –4 penalty
Trip	Unarmed melee touch	Size modifiers apply

SPECIAL ATTACKS

Basics: The initial attack made to start a grapple counts as an attack roll, but actual grapple checks do not. Any item or effect that grants a bonus on attack rolls does not also grant a bonus to grapple checks.

- You can try to deal damage with your armor spikes in a grapple by making an opposed grapple check. If you win, you deal armor spike damage instead of your unarmed strike damage. You may also make a regular attack roll (at a –4 penalty) when in a grapple to deal armor spike damage. You cannot fight with two weapons when grappling, even if you count armor spikes as your off-hand weapon.
- You cannot score a critical hit with a grapple check.

Variants: Disarming, grappling (the initial grab attack), tripping, and sundering are all variant melee attacks.

- You can attempt these attacks repeatedly if you have multiple attacks in a round.
- You may also attempt to disarm, grapple, trip, or sunder as an attack of opportunity.

Trip Weapons: You can attempt to trip with the following weapons: bolas, spiked chain, dire flail, flail, heavy flail, guisarme, gnome hooked hammer, halberd, kama, scythe, sickle, and whip (*Player's Handbook*); barbed bolas, scourge (*Complete Warrior*); talenta sharrash (*Eberron Campaign Setting*); khopesh, scourge (*Forgotten Realms Campaign Setting*); ritiik (*Frostburn*); drow scorpion chain (*Races of Eberron*); two-ball bolas, goblin stick, lasso (*Races of Faerûn*); dwarven warspike (*Races of Stone*); double khopesh, khopesh (*Sandstorm*); chain lash, notbora, snake chain (*Savage Species*); tail scythe (*Serpent Kingdoms*).

- If you attempt to trip an opponent as an attack of opportunity and fail, your opponent may attempt to trip you in return (unless you have an ability that prevents a return trip).
- You cannot trip prone creatures, incorporeal creatures, or creatures that do not use limbs for locomotion (such as snakes). You can trip a flying creature, in which case it stalls (see page 20 of the *Dungeon Master's Guide*). You cannot trip a swimming or burrowing creature.

SPECIAL MATERIALS

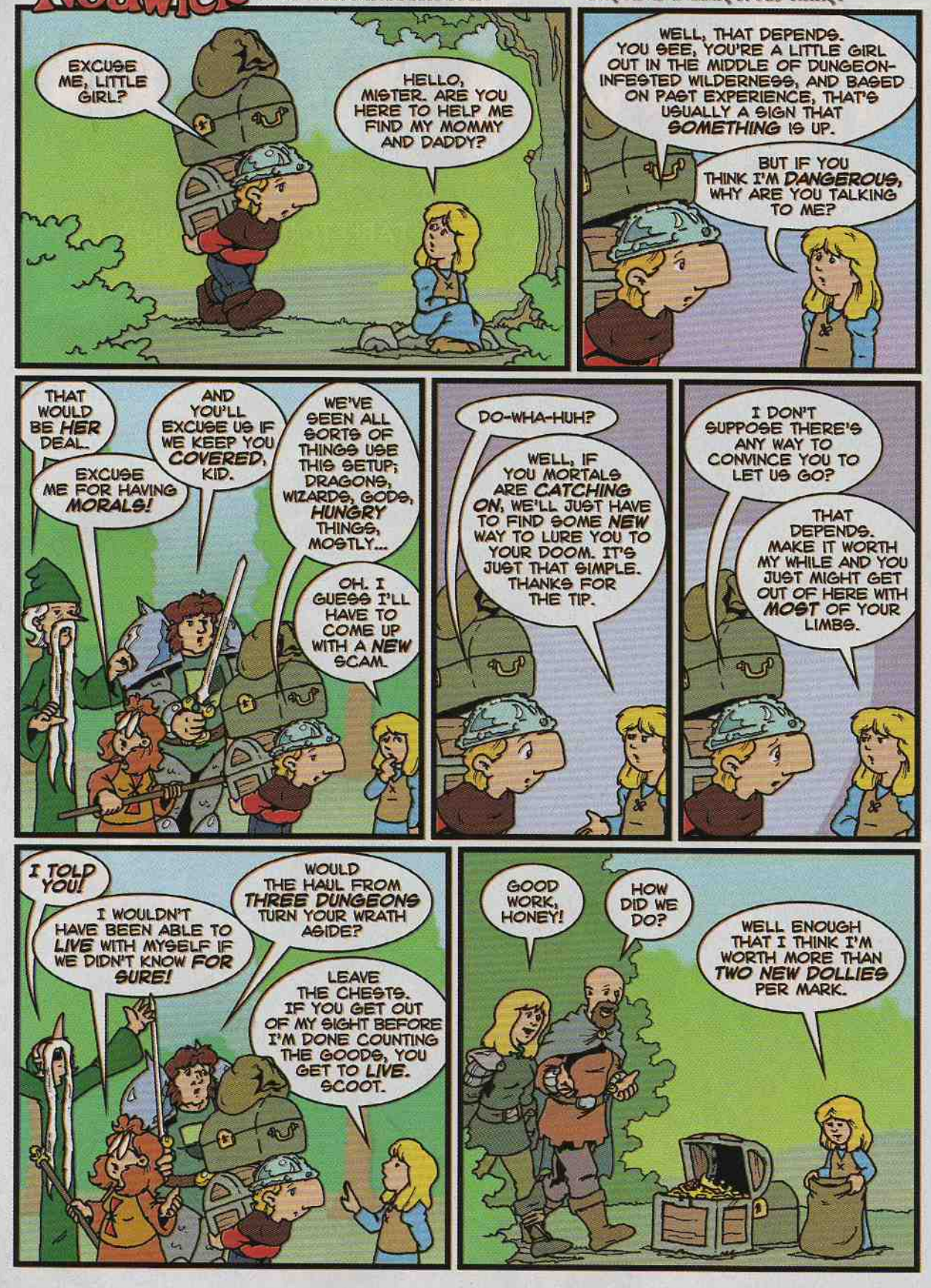
Basics: Adamantine shields do not grant you DR the way armor does. Shields made out of special materials possess the same statistics as their ordinary counterparts unless the special material description says otherwise (for example, the damage from a mithral shield bash is the same as from a steel shield bash). You can apply the bashing magical property to a spiked shield. Shield bashes with shields made of special materials overcome DR as other weapons of those materials.

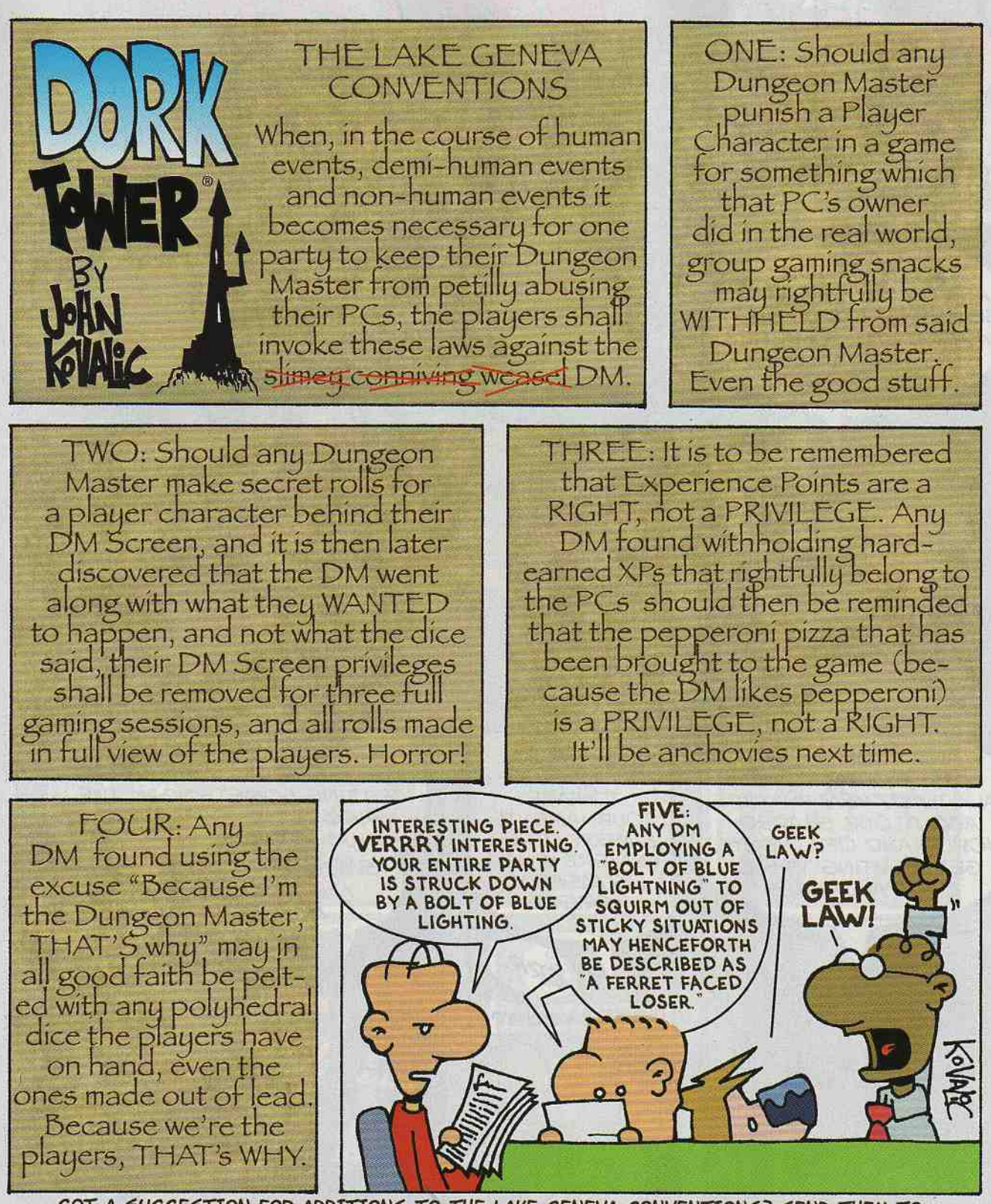
Ammunition costs apply to a single piece of ammunition, not a group. For example, a single adamantine arrow costs 61 gp.

Nodwick

by Aaron Williams
www.nodwick.com

To confuse children with angels is a dangerous thing.


EXCUSE ME, LITTLE GIRL?
HELLO, MISTER. ARE YOU HERE TO HELP ME FIND MY MOMMY AND DADDY?
WELL, THAT DEPENDS. YOU SEE, YOU'RE A LITTLE GIRL OUT IN THE MIDDLE OF DUNGEON-INFESTED WILDERNESS, AND BASED ON PAST EXPERIENCE, THAT'S USUALLY A SIGN THAT SOMETHING IS UP.
BUT IF YOU THINK I'M DANGEROUS, WHY ARE YOU TALKING TO ME?
THAT WOULD BE HER DEAL.
EXCUSE ME FOR HAVING MORALS!
AND YOU'LL EXCUSE US IF WE KEEP YOU COVERED, KID.
WE'VE SEEN ALL SORTS OF THINGS USE THIS SETUP; DRAGONS, WIZARDS, GODS, HUNGRY THINGS, MOSTLY...
OH. I GUESS I'LL HAVE TO COME UP WITH A NEW SCAM.
DO-WHA-HUH?
WELL, IF YOU MORTALS ARE CATCHING ON, WE'LL JUST HAVE TO FIND SOME NEW WAY TO LURE YOU TO YOUR DOOM. IT'S JUST THAT SIMPLE. THANKS FOR THE TIP.
I DON'T SUPPOSE THERE'S ANY WAY TO CONVINCE YOU TO LET US GO?
THAT DEPENDS. MAKE IT WORTH MY WHILE AND YOU JUST MIGHT GET OUT OF HERE WITH MOST OF YOUR LIMBS.
I TOLD YOU!
I WOULDN'T HAVE BEEN ABLE TO LIVE WITH MYSELF IF WE DIDN'T KNOW FOR SURE!
WOULD THE HAUL FROM THREE DUNGEONS TURN YOUR WRATH ASIDE?
LEAVE THE CHESTS. IF YOU GET OUT OF MY SIGHT BEFORE I'M DONE COUNTING THE GOODS, YOU GET TO LIVE. SCOOT.
GOOD WORK, HONEY!
HOW DID WE DO?
WELL ENOUGH THAT I THINK I'M WORTH MORE THAN TWO NEW DOLLIES PER MARK.


DORK TOWER®
BY JOHN KOVALIC
THE LAKE GENEVA CONVENTIONS
When, in the course of human events, demi-human events and non-human events it becomes necessary for one party to keep their Dungeon Master from petilly abusing their PCs, the players shall invoke these laws against the ~~slimey conniving weasel~~ DM.
ONE: Should any Dungeon Master punish a Player Character in a game for something which that PC's owner did in the real world, group gaming snacks may rightfully be WITHHELD from said Dungeon Master. Even the good stuff.
TWO: Should any Dungeon Master make secret rolls for a player character behind their DM Screen, and it is then later discovered that the DM went along with what they WANTED to happen, and not what the dice said, their DM Screen privileges shall be removed for three full gaming sessions, and all rolls made in full view of the players. Horror!
THREE: It is to be remembered that Experience Points are a RIGHT, not a PRIVILEGE. Any DM found withholding hard-earned XPs that rightfully belong to the PCs should then be reminded that the pepperoni pizza that has been brought to the game (because the DM likes pepperoni) is a PRIVILEGE, not a RIGHT. It'll be anchovies next time.
FOUR: Any DM found using the excuse "Because I'm the Dungeon Master, THAT'S why" may in all good faith be pelted with any polyhedral dice the players have on hand, even the ones made out of lead. Because we're the players, THAT's WHY.
INTERESTING PIECE. VERRRY INTERESTING. YOUR ENTIRE PARTY IS STRUCK DOWN BY A BOLT OF BLUE LIGHTING.
FIVE: ANY DM EMPLOYING A "BOLT OF BLUE LIGHTNING" TO SQUIRM OUT OF STICKY SITUATIONS MAY HENCEFORTH BE DESCRIBED AS "A FERRET FACED LOSER."
GEEK LAW?
GEEK LAW!"
KOVALIC

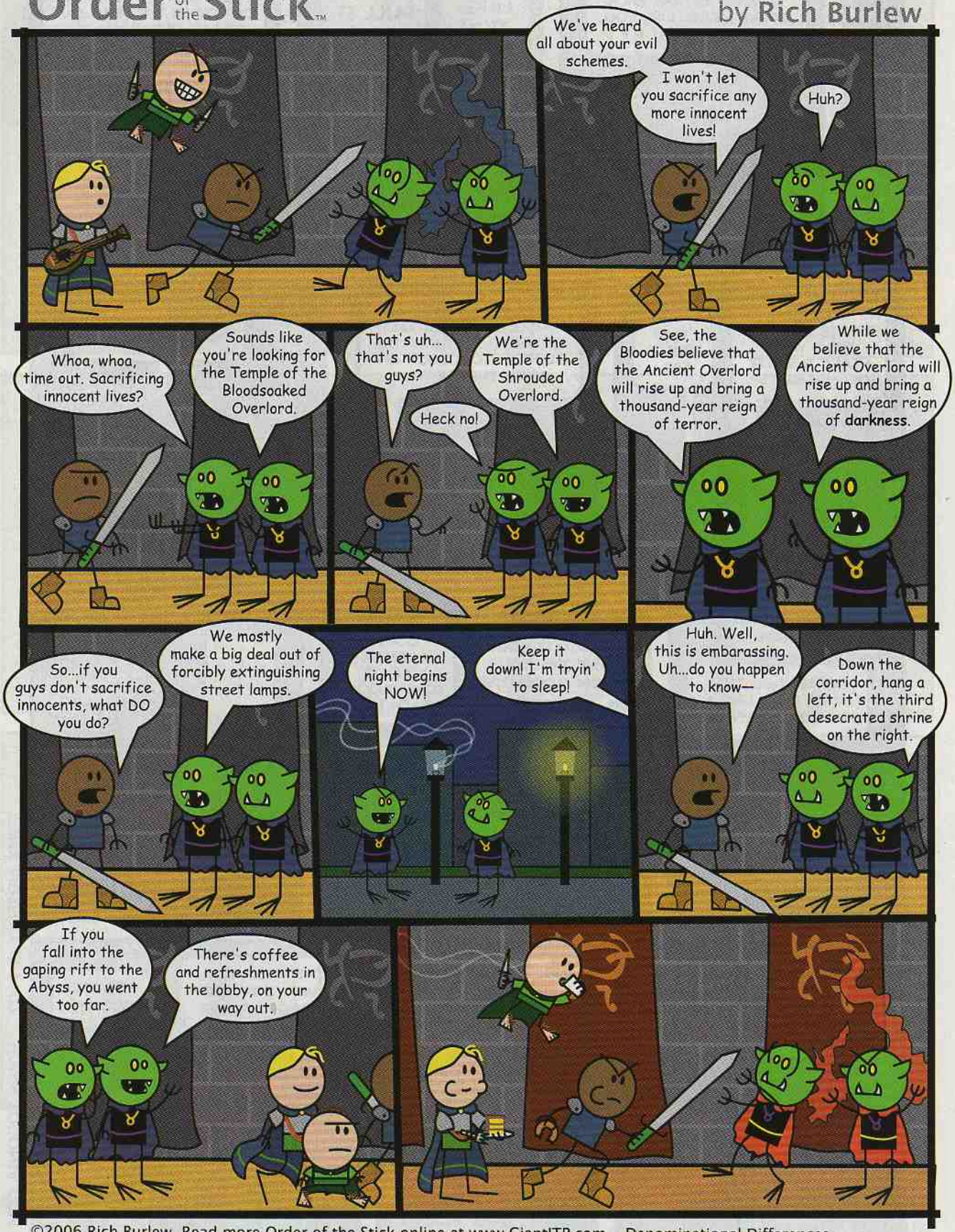
GOT A SUGGESTION FOR ADDITIONS TO THE LAKE GENEVA CONVENTIONS? SEND THEM TO DORK TOWER, BOX 45063, MADISON WI 53711, OR E-MAIL THEM TO JOHN@KOVALIC.COM. PLAYER CHARACTERS OF THE WORLD UNITE! POWER TO THE PCs!

©2007 SHETLAND PRODUCTIONS JOHN@KOVALIC.COM WWW.DORKTOWER.COM
HTTP://WWW.LIVEJOURNAL.COM/USERS/MUSKRAT_JOHN

ZOGONIA
GUYS, I FEEL SOMETHING STRANGE ON THE BACK OF MY HEAD. CAN YOU TAKE A LOOK AT IT?
IT'S A HUGE TICK! SUCKING YOUR BLOOD!
GROSS! PULL IT OFF!
WAIT! A CLERIC ONCE TOLD ME NOT TO YANK OFF TICKS! THE HEAD CAN BREAK OFF UNDER THE SKIN AND CAUSE A SERIOUS INFECTION.
DOES THAT ADVICE APPLY TO TICKS WITH HEADS THE SIZE OF WALNUTS?
SHE DIDN'T SAY.
TO BE SAFE, MAYBE WE SHOULD SIT BACK AND LET THE TICK FILL UP ON BLOOD! TICKS DROP OFF WHEN THEY'RE FULL.
OKAY. I SUPPOSE WE CAN TRY THAT.
10 MINUTES LATER
DANG! THAT TICK HAS A BELLY LIKE A FRIKKIN WINESKIN!
DOMATO IS GOING UNCONSCIOUS FROM BLOODLOSS!
OOPS. I BETTER SQUEEZE SOME BLOOD BACK IN.
!
GOOD NEWS, DOMATO! THE TICK CAME LOOSE WHEN I SQUEEZED IT!
AM I... BLEEDING FROM THE ...HOLE?
NO. THE TICK'S HEAD BROKE OFF UNDER THE SKIN AND IS PLUGGING THE HOLE.
REMIND ME..... WHY DO I LIKE ADVENTURING?
FOR THE GLORY!
TONY MOSELEY © 2007 WWW.ZOGONIA.COM

The Order of the Stick™

by Rich Burlew


We've heard all about your evil schemes.
I won't let you sacrifice any more innocent lives!
Huh?
Whoa, whoa, time out. Sacrificing innocent lives?
Sounds like you're looking for the Temple of the Bloodsoaked Overlord.
That's uh... that's not you guys?
Heck no!
We're the Temple of the Shrouded Overlord.
See, the Bloodies believe that the Ancient Overlord will rise up and bring a thousand-year reign of terror.
While we believe that the Ancient Overlord will rise up and bring a thousand-year reign of darkness.
So...if you guys don't sacrifice innocents, what DO you do?
We mostly make a big deal out of forcibly extinguishing street lamps.
The eternal night begins NOW!
Keep it down! I'm tryin' to sleep!
Huh. Well, this is embarassing. Uh...do you happen to know—
Down the corridor, hang a left, it's the third desecrated shrine on the right.
If you fall into the gaping rift to the Abyss, you went too far.
There's coffee and refreshments in the lobby, on your way out.

©2006 Rich Burlew Read more Order of the Stick online at www.GiantITP.com. Denominational Differences